

Peter Yang

New Grad Software Engineer

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Education

University of Southern California

January 2017 – May 2020

Computer Science / Business Administration, B.S.

Viterbi School of Engineering, Marshall School of Business

Experience

Microsoft (One Engineering System) Redmond, WA

May 2019 – August 2019

Software Engineer Intern

React + Redux + TypeScript, C#

- Created UI to allow teams such as OXO and Bing to apply pull request policies across services
- Managed global application state while ensuring related asynchronous tasks do not block one another
- Built custom tree UI element with performant search and filter capability for all of Microsoft's services
- Maintained code stability with snapshot testing and mock testing on all front-end components

AiTmed Anaheim, CA

May 2018 – August 2018

Lead Software Engineer

React, Python + Django

- Managed a team of 9 developers to deliver a HIPAA-compliant telehealth MVP within 3 months
- Designed system architecture and implementation plan for feature parity across web, Android, and iOS
- Created an API using Django REST Framework that searched and ranked available appointments

Acclaim Academic Institute La Palma, CA

August 2016 – Present

Software Development Manager

React + TypeScript, Python + Django

- Collaborated with a team of 4 developers to refine the online education experience for students
- Developed multi-region scheduling system to manage availabilities and attendance for over 200 users
- Implemented solution to accurately track payroll and customer invoices for 2000 labor-hours per month

Projects

TwitchStonks [sic]

September 2019

Hackathon @ TwitchCon

React, Python + Flask, Java + Spring

- Twitch extension that enables viewer engagements by incentivizing them to predict use of emotes

Hitch 'n Ditch

April 2019

HackSC @ USC

React, Google Cloud Platform, SmartCar

- Carsharing webapp that provided routes between waypoints and allowed for remote unlocking of cars

Dog Instrucc

February 2019

SLOHacks @ Cal Poly SLO

React, Python + Flask, Google Cloud Platform

- Built automated dog training web application to interface with Dragonboard 410c (IoT device)
- Performed polynomial curve fitting on accelerometer data with NumPy to evaluate performance error

Activities

ZONK! Esports LLC

December 2019 – Present

- Main Support player on a Tier 3 Overwatch team participating in various tournaments

Ascend (ascendtovictory.com)

February 2019 – April 2019

- 3D Prop Artist using Blender for an award-winning game at E3 2019 (Mashable's Best of E3 2019)

USC Overwatch Team

September 2017 – November 2019

- Team captain delivering concise direction and strategy under high-stress situations during tournaments

Skills

Frontend JavaScript, TypeScript, React, Redux, Jest, Enzyme, Webpack, Babel, HTML, (S)CSS

Backend Python (Django, Flask), C#, Java, SQL, NoSQL, Kusto

DevOps Git, Travis CI, UNIX, bash, Azure, AWS, GCP