QIUMIN YIN

SOFTWARE ENGINEER

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EDUCATION

University of California Los Angeles – Los Angeles, CA

Bachelor of Science in Bioengineering, Computer Science Technical Breadth Sept 2012–Dec 2016

App Academy – San Francisco, CA

Intensive full-stack software engineering curriculum, emphasizing TDD, REST Oct 2017–Jan 2018

SKILLS

Ruby
Ruby on Rails
C++
Java
HTML
CSS
JavaScript
jQuery
React
React Native
Redux
SQL
MATLAB
Bash
Git

PostgreSQL

PROJECTS

Message-Me: RESTful Instant Messaging Client | React/Redux/Rails

Github: github.com/Rainmire/message-me

Live: message-me.live

- Implemented websockets using Rails 5 Action cable, allowing users to instantly send and receive messages without refreshing
- Integrated Cloudinary api for image uploading to allow users to send images and set custom profile pictures
- Built a user search function that updates on key press, creating a dynamically updating search bar
- Securely authenticates users by hashing and salting passwords using BCrypt

Umbrella: Mobile Social Platform for Parents and Teachers | React Native/Redux/Rails

Github: github.com/Rainmire/umbrella

Live: zgyanglily.wixsite.com/umbrella

- Integrated Google OAuth2 along with JSON Web Token in a Rails login API, providing an extra layer of security to protect user information
- Written in React Native to be compatible on all iOS devices
- Dynamically loads posts to maximize performance and minimize storage needed; scrolling down loads more pages, scrolling up refreshes most recent posts
- Supports multiple levels of user privilege, allowing the user to access different functionality depending on their user type
- Incorporated a shared React Native calendar, on which all users can see events that privileged users post

Canvas Cricket: Pixel Collision Physics Engine Demo | JavaScript

Github: github.com/Rainmire/cricket

Live: rainmire.github.io/cricket

- Incorporated HTML5 Canvas with frame-by-frame re-rendering, producing fluid animation
- Detected user input and used it to render mouse paths, allowing users to dynamically generate environment by drawing on the canvas
- Programmed a pixel-based physics engine to detect collision by generating and comparing bitmaps, making the terrain both dynamic and interactive

EXPERIENCE

System Administrator

UCLA Semel Institute for Neuroscience and Human Behavior | Los Angeles, CA | May 2016-Dec 2016

- Setup of office spaces for researchers, maintenance of Macintosh laboratory, including over a dozen research computers and servers
- Routine backup and troubleshooting of servers and computers
- Kept track of user info using KeePass
- Encrypted personal machines and installed security measures

Research Assistant

Staglin IMHRO Center for Cognitive Neuroscience | Los Angeles, CA | May 2015–May 2016

- Wrote and ran Bash shell scripts to process raw FMRI images, streamlining data analysis
- Worked with UCLA's Hoffman2, learned how to submit jobs to computing clusters
- Handled test subjects and prepared testing rooms, gained hands-on experience in human research