QIUMIN YIN

SOFTWARE ENGINEER

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github.com/rainmire

rainmire.live 🌐

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 websocket connections using Rails 5 Action cable, allowing users to instantly send and receive messages without refreshing
- Integrated the Cloudinary API for image uploading to allow users to send images and set custom profile pictures
- Built a predictive user search function which updates suggestions on key press, creating a dynamic 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: zqyanglily.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 and maintenance of MacOS research computers and servers, including routine backup and troubleshooting
- Encrypted personal machines and installed security measures
- Provided technical support for research staff

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