SOFTWARE ENGINEER

QIUMIN YIN

CONTACT

PROJECTS

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

*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 Cloudinary for image uploading to allow users to send images and set custom profile pics
* Built a predictive user search function which updates suggestions on key press
* 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
* Dynamically loads posts to maximize performance and minimize storage needed
* Supports multiple levels of user privilege, allowing the user to access different functionality depending on their user type
* Incorporated a React Native calendar, on which all users can see events that privileged users post

**emotion: Custom Emote Bot for Discord | NodeJS/MongoDB/AWS**

*Github: github.com/Rainmire/emotion*

* Designed and built a bot using NodeJS to fulfill the need for sending custom emote images with a simple text command
* Incorporated command detection by reading user messages and responding to particular message patterns (i.e. messages that start with “!” or “?”)
* Implemented the ability to add, delete, send, and list emotes, as well as import emotes from other servers using a UUID token
* Integrated a MongoDB database using mLab to store custom emotes
* Deployed server onto Amazon Elastic Compute Cloud for stable and reliable service

**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

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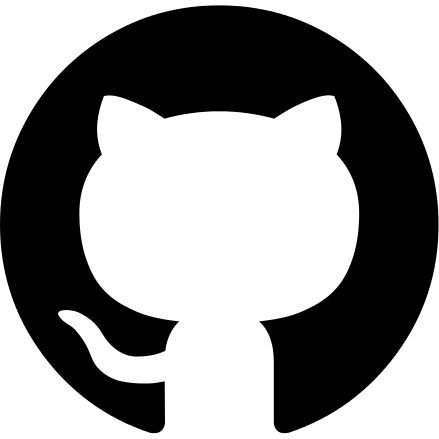
linkedin.com/in/qiumin-yin

github.com/rainmire

rainmire.live

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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

SKILLS

React

Redux

Ruby on Rails

Active Record

PostgreSQL

NodeJS

Express

Mongoose

MongoDB

Ruby

JavaScript

C++

Java

HTML

CSS

React Native

SQL

MATLAB

Bash

Git

AWS

**University of California Los Angeles** – **Los Angeles, CA**

Bachelor of Science in Bioengineering, Computer Science Technical Breadth

Sept 2012–Dec 2016

EDUCATION