SOFTWARE ENGINEER

QIUMIN YIN

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github.com/rainmire

rainmire.live

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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**

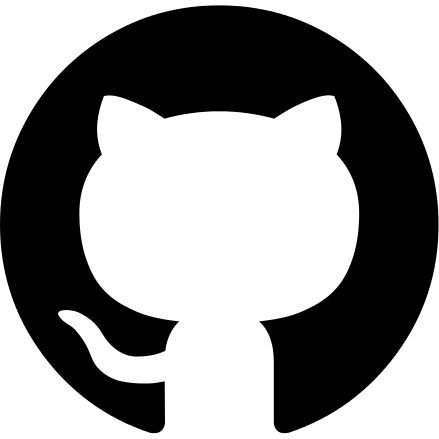
*Github: github.com/Rainmire/cricket*

*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

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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

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