

Raymond Yan

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EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science

Major GPA: 4.0/4.0

Graduation date: June 2025

Relevant Coursework: Data Structures and Algorithms, Programming in Python/C++/Java, Introduction to Software Engineering, Databases and Web Applications, Data Management, and Artificial Intelligence

TECHNICAL SKILLS

Languages: Python, Javascript, Java, C++, SQL, HTML/CSS, R

Frameworks: React, Node.js, Express.js, Tailwind CSS, Chakra UI

Developer Tools: Git, MongoDB, MySQL, PostgreSQL, Firebase

EXPERIENCE

Software Developer

October 2022 – Present

Commit the Change

Irvine, CA

- Redesigned the NPO Cell Dog's data management workflow by shifting from Google Sheets to a custom web app. This change eliminated manual data entry, improving accuracy and empowering employees to effortlessly manage vital information. We utilized PostgreSQL, Express.js, React, and Node.js for this transformation, resulting in reduced data errors and enhanced operational efficiency.
- Implemented various features including Backend Provider, Login/Forgot Password pages with Firebase auth, Integration of Backend to Frontend, Frontend Routing, Navbar, and various viewing options for multiple pages such as Desktop and Mobile view, resulting in a more efficient and user-friendly experience.

Lab Tutor

September 2022 – December 2022

UC Irvine Donald Bren School of Information and Computer Sciences

Irvine, CA

- Helped 44 students excel in object-oriented programming with Python and its libraries, resulting in a thorough understanding of Python fundamentals. Achieved by creating engaging resources and offering personalized support in understanding Python concepts such as exception tracebacks, different types of exceptions, and debugging.

PROJECTS

Anteater Sublease Finder | *MongoDB, Express.js, React, Node.js, Tailwind CSS*

September 2023 – Present

- Developing a full-stack web application using the MERN stack to empower students in sharing and discovering subleases.

Pokemon Team Builder | *React, Tailwind CSS*

August 2023 - September 2023

- <https://pokemon-team-building.netlify.app/>
- Created a comprehensive Pokemon team building application leveraging React and Tailwind CSS, catering to all mainline Pokemon games.
- Implemented a robust team analysis tool enabling users to identify strengths and weaknesses within their teams for both offensive and defensive strategies.

Blog | *MongoDB, Express.js, React, Node.js, CSS*

January 2023

- <https://github.com/RaymondYan38/blog-frontend>
- Designed and implemented a blog application with MongoDB, Express.js, React.js, and Node.js with JWT authentication that allows users to login/logout of their own account, create/edit their own articles, and read articles written by other users.

Valorant Stats Discord Bot | *Python, Discord, Selenium*

July 2022

- <https://github.com/RaymondYan38/Valorant-Stats-DiscordBot>
- Built a Python application, utilizing the Selenium and Discord libraries to create a web scraping 24/7 online Discord bot that scrapes Valorant player's statistics off Tracker.gg and provides player's statistics through text channels.

Zot Point Average(Zot Hacks Winner) | *Javascript, HTML/CSS, Peter Portal API*

November 2021

- <https://chrome.google.com/webstore/detail/zot-point-average/amnocokadinbkniijglkiemehdbplkeia>
- Developed a chrome extension using Javascript, HTML, and CSS with a team of 5, which won the Zot Hacks 2021. The extension displays the GPA and student grade distribution of classes within the UCI Schedule of Classes utilizing information from the Peter Portal API.