


# STEVEN (YUFEI) YANG

3A Computer Science - University of Waterloo

## HOW TO GET TO ME

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## LANGUAGES I KNOW

|         |            |
|---------|------------|
| C & C++ | JavaScript |
| Racket  | SQL        |
| Java    | HTML       |
| Scala   | CSS        |

## BEYOND LANGUAGES



## I CREATED APPS FOR

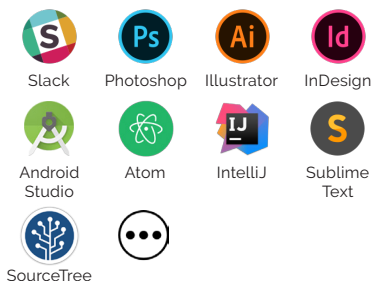


\*Note: Used React Native for both Android and iOS. Native (Java) with Android.

## NEXT ON MY LIST

|              |         |
|--------------|---------|
| ARKit        | Python  |
| Amazon Echo  | AI / ML |
| Ruby & Rails | ...     |

## SOME TOOLS I USE



## MORE ABOUT ME

**RECOMMENDED**

 [yufeiyang.me](http://yufeiyang.me)

 [github.com/Stevenfly](https://github.com/Stevenfly)

 [linkedin.com/in/steven-yang-715796a6](https://www.linkedin.com/in/steven-yang-715796a6)

## I WAS A CO-OP AT

2017 Spring **The Weather Network** as *Software Developer*

Oakville, ON

- VR for Google's Daydream (one week)
  - **Unity, C#**
  - Involved in a hackathon-like environment, short-term project
  - Conducted fast learning and ideation in a team of three (co-ops)
- Mobile application for **Android** and **iOS** (three months)
  - **React Native** (front-end), **Redis & Node** (back-end) and other tools
  - Experienced very collaborate environment in a team of two (co-ops)
  - Designed majority of the UI/UX
  - Created algorithms to process large amount of raw data
- Project was decided to continue to **Phase II** after presented to **senior leaders**

2016 Fall **TD Lab** as *Innovation Developer*

Communitech, Kitchener, ON

- **Chatbot** on Kik (one week)
  - **Api.ai**
  - Created a compelling use case using chatbot for the company
- Two mobile prototypes on **Android** (2 months + 1 month)
  - **Java, Android Studio**
  - 3 developers + 1 designer
  - Incubated **ideas** with other co-ops throughout the projects
  - Followed **Google's Design Sprint** (very agile)
  - Completed daily stand-ups, weekly report & presentation
  - Tested and connected product with actual **banking API**
- First prototype selected for **internal beta** after presented to **senior leaders**

## BEYOND CO-OPS

2014 - 2015 **Federation of Canadian Secondary Students** as *Graphic Designer*

GTA

- InDesign, Illustrator, Photoshop
- Adapted quickly to different working environment
- Learned budgeting time to meet various design demands
- Helped other organizations with their marketing products
- **Highlight:** Designed banners, posters, t-shirts for a major organization event hosted at Ted Rogers School of Management in Toronto with hundreds of attendants

## PROJECTS OF MINE

### UW Hub

- React Native
- Using University of Waterloo's API to display and organize useful information to students. The Goal is to gather information in a hub instead of looking for links online individually.

### UW Grade

- React Native, Web
- I have been summarizing my own grades in a self-designed chart to keep track of my academic performances & course planning. I realize I could share this scheme (tailored to my school) to other students.

### About my website

- AngularJS, Bootstrap, Semantic UI

### TicTacToe

- Android, Java
- Achieved multi-functions in the application, including external links, multiple players, multiple languages, AI against players

### Wotopoly

- C++, Shell, Git
- This was a school project with team of three. The object was to achieve a full monopoly experiences writing in C++ and displaying board on Terminal. Each move is written as a command with options.

Sep 2017

Made with 

