Yufei (Steven) Yang

3B Computer Science & Combinatorics and Optimization - University of Waterloo

EXPERIENCE

Software Developer at *Influitive*, Winter 2018   Toronto, ON, Canada

- Contributed to production back-end services via
  - writing **APIs** that improved the front-end decoupling project
  - designing new features to enhance product stability
  - managing live database under requests from the support team
  - refactoring user data structure to reflect **GDPR** changes
- Adjusted in an **agile environment** with daily standup, biweekly grooming and retrospective
- Collaborated with the team in a **DevOps culture** with integrations in slack to monitor production activity, pull request, etc.
- Volunteered to optimize developer image and service documentation to reduce developer environment inconsistency

Software Developer at *The Weather Network*, Spring 2017   Oakville, ON, Canada

- Developed a map-based cross-platform mobile application programmed with React Native in an agile environment with daily scrum
- Invented the **"patent pending"** software solution as a major achievement from the Innovation Department
- Presented a proof-of-concept prototype to **the CEO** and other senior leaders of the company
- Engaged in innovation "summits" and contributed **10X ideas** on potential areas of advancements for the company
- Designed UI/UX for the application
- Addressed unanticipated issues on map zooming and data inputs by taking initiatives to shift work between team members to utilize each member's strength

Innovation Developer at *TD (Bank) Lab*, Fall 2016   Kitchener, ON, Canada

- Incubated and programmed two banking proof-of-concept Android applications under an agile environment with weekly product iterations
- **Collaborated** with team members via openly challenging each other on how to address issues and discussing the feasibility of features
- Led the demo during a presentation to the senior members of **TD Innovation Council**
- Launched a **beta prototype** to TD internal employees
- Tested real data from team members' banking accounts (which was super fun)

Graphic Designer at *Federation of Canadian Secondary Students*   Toronto, ON, Canada

- Designed marketing materials for a major event hosted in downtown Toronto with hundreds of attendees

PROJECT

The Brain Project

- The idea is that instead of constructing an AI by "raising" it and implementing natural language system, we build a system that mimics how humans react with emotions through chemical and psychological patterns.

UW Hub

- 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

- 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.

Wotopoly

- This was a school project with a 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.

SKILLS

Work Proficiency

Ruby on Rails	Redis
React Native	JavaScript
NodeJS	HTML5
Java	CSS3
PostgreSQL	Git

Non-work Proficiency

C	Scala
C++	ReactJS
C#	AngularJS

Platform Proficiency

Web	VR (Daydream)
Android	Chatbot
iOS	

Tool Proficiency

Api.ai	IntelliJ
Docker	Android Studio
Unity	Photoshop
Atom	Illustrator
Sublime	InDesign

CONTACT

Email
stevenwaterloo2015@gmail.com

Phone
+1-905-599-6039

MORE ABOUT ME

Website
www.yufeiyang.me

GitHub
github.com/Stevenfly

LinkedIn
www.linkedin.com/in/yufei-yang-715796a6

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Made with ♥