Dylan Yue | Software Developer

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Computer Science, University of California Davis (2021 - 2025)

Work History

Architech Solutions | Full Stack Web Developer| Redmond, WA | 8/2024 – Present

Designed and developed a new startup's website (mobile and desktop) to establish a strong online presence.

- Achieved client click-through rate (CTR) of 1.94% (industry average is 1.9%) and a conversion rate of 3.2% (Industry average 2% – 5%) from small businesses requesting software consultation.
- Performed Search Engine Optimization best-practices to improve site ranking
- Created responsive UI/UX that draws attention to the company's offerings, values, and story with elegant transitions.

ID Tech | Software Development Instructor | Virtual | 7/2024 - Present

Mentored the next generation of software developers for real-world problem solving by programming websites, apps, and hardware

- 95% student satisfaction with the program and 70% student retention rate
- Customized learning environments and lesson plans to cater towards each student's unique learning needs
- Taught students website design with HTML, CSS, JS, and embedded C++ software development on Arduino with hardware emulation

Tech Stack

- Frontend: Gatsby, Flutter, React, HTML, CSS
- Cloud: Azure
- Languages: C, C++, Java, Python, JavaScript
- Databases: SQL
- Unit Testing: GTest
- Scripting: Bash, Powershell
- Cloudflare: Domain Registration, DNS, and Network Monitoring
- CI: Github actions/Azure DevOps Pipelines
- Game Engine: Unity and Unreal Engine 5

Projects

HealthScan Dev | HackDavis | 2023

- Uses facial recognition to evaluate user's mental health and offer resources based on classified emotion
- Integrated Facial Recognition API with Flutter

Hydrophobia |Personal Project | 2022

- 2D Platformer with fun speedrunning mechanics that utilize momentum
- Implemented physics, animations, and game logic using Unreal Engine 5 , C++, and Blueprints