

Benny Yan

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Education

B.S Computer Science - University of Texas at Dallas - Graduating Dec 2018 (expected) - 3.5 GPA

Relevant Coursework - Data Structures, Advanced Algorithms, Automata Theory, Computer Architecture, Discrete Math, Software Engineering

Skills

Languages - Javascript, Python, Scala, Ruby, CSS3/HTML5, PHP, Lua

Technologies - React/Redux, Webpack, Git, AWS, SASS/LESS, Flask, Koa, Express, MySQL, jQuery, Photoshop, Illustrator, Ionic, Laravel, Rails, Meteor, Node, Wordpress

Work Experience

Software Engineering Intern - RageOn!

May 2016 - Aug 2016

- wrote and refactored React components for better UX and maintainability
- refactored Gulp integration to allow for 4x increase in development/deployment time
- created growth hacks for web application that brought 30% higher user engagement

Frontend Web Development Contractor - 5miles Inc.

February 2016 - March 2016

- built landing pages for monetizing the startup and growing the user base
- used Webpack to reduce initial load time overhead by average of 50%

Full Stack Web Developer Contractor - Common Core Pal

July 2014 - August 2014

- designed UI that effectively produced 20% better knowledge retention of Common Core principles in tests held at several Nashville schools
- employed Laravel to asynchronously fetch math problems

Full Stack Web Developer Contractor - MTGK Math Institute

August 2013 - June 2016

- used Flask to generate franchise pages and contact information on the fly
- increased web presence with a complete overhaul of online assets
- created a Wordpress platform to centralize enterprise center information

Projects

Legends.ai - Analytics website for League of Legends

- designed and built an analytics platform using React (Redux + Koa) for universal implementation
- designed and created graphs using D3.js, used Scala to help build REST API using Finatra
- created marketing strategy which reached 2000+ unique visitors within several days

Electric Boogaloo - DIY electric banjo hardware to teach songs/chords aggregated from the web

- created a React frontend/Express.js backend to interface with Arduino
- created at HackPrinceton 2016- won best overall, best design, best DIY

FreezeRay - group project mobile app for quick bitcoin transactions using QR codes

- designed front end in Ionic Framework and QR scanning with Cordova
- created at Money2020- won a prize at the Texas Bitcoin Conference Hackathon

Projections.me - group project SMP 500 company statistics/analytics web app

- integrated real time data collection and designed UI interface; written in MEAN stack
- created at TAMUHack- won the Bloomberg prize

HackDFW Game - game system where members could solve puzzles and win prizes

- wrote entire stack from frontend (React/Webpack) to backend (Express/Mongoose)
- hosted on Heroku, generated puzzles for hundreds of concurrent users

Involvement

Director at HackDFW - Dallas' second hackathon which attracted over 2000 attendees.

- founding member and designer- developed HackDFW's Game and landing page

Officer at UTD Hackers - a student organization for hackathon-centric activities

- provided flyers and design/organized several workshops