



**Benny Yan** 707-500-2190 • [benny@yan.fm](mailto:benny@yan.fm) • [github.com/bearcott](https://github.com/bearcott) • San Francisco, CA

## Skills

**Languages** Typescript, Javascript, Python, Go, Scala, Java, Ruby, CSS/HTML, PHP, Lua  
**Frontend Technologies** React, Next.js, GraphQL, Zustand, Figma, Jest, Illustrator, Photoshop, etc.  
**Backend Technologies** NodeJS, Kubernetes, Docker, Redis, AWS, Azure, GCP, Oracle Cloud, etc.

## Work Experience

Senior Software Engineer @ Pipe Technologies (May 2020 - Oct 2022)

- lead the creation of the design system including animations, theming, philosophy, etc.
- optimized authentication logic which reduced page load times by 70%
- created infrastructure to move colors from Figma to JSON, visual CI checks w/ Storybook, etc.
- created and maintained complex atomic components such as charts, tables, and forms using technologies like Zustand and Framer Motion

Co-Founder & Lead Designer @ Abacus Protocol (July 2018 - August 2020)

- YC summer batch of 2018, raised \$2MM lead by Justin Kan (now NovaHQ)
- spearheaded marketing, branding, design, and copywriting by creating numerous campaigns including landing pages, slide decks, banners, etc. w/ various deliverables including a style guide, press kit, design system, graphics, and animations built w/ Illustrator and After Effects
- engineered and designed early iterations of frontend using various technologies like Auth0, Next.js, Web3.js, Styled Components, Storybook, etc.

Co-Founder @ Legends.ai (August 2016 - October 2018)

- acquired by Blitz, a leading e-sports analytics engine
- designed and built an analytics platform using React (Redux + Koa) for universal implementation
- designed and created graphs using D3.js, also built REST API using Scala and Finatra
- created marketing strategy which reached 2000+ unique visitors within several days

Software Engineering Intern @ PayPal (May 2018 - August 2018)

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

Software Engineering Intern @ Capital One (August 2017 - Dec 2017)

- wrote code to find significant features using Multiple Correspondence Analysis on a data set
- applied machine learning using Apache Spark's MLLib achieving a 87% prediction accuracy
- created UI to present machine learning results using Angular 2

## Contracting

Frontend Contractor @ Floating Point Group (2022)

- built landing pages using Next.js for quick deployability and iteration
- client reported a ~300% increase in signups from my improvements to their top of funnel
- designed in Figma with W3C accessibility standards and responsiveness in mind

Frontend Contractor @ Lowkey.gg (2021)

- built landing page in React with complex animations created w/ illustrator + after effects (Lottie)
- designed in Figma / Illustrator with W3C accessibility standards and responsiveness in mind
- created the foundation for the company's style guide including graphics, color palette, etc.

Full Stack Web Development Contractor @ Common Core Pal (2014)

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

## Education

**B.S. Computer Science** University of Texas at Dallas (2018) • GPA 4.0 • AES Full Tuition Scholarship  
**Relevant Coursework** Data Structures, Advanced Algorithms, Automata Theory, Computer Architecture, Discrete Math, Software Engineering