

Benny Yan 707-500-2190 - bear@bearcott.com - github.com/bearcott - Dallas, Texas

Education

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

Relevant Coursework - Data Structures, Computer Architecture, Discrete Math, Software Engineering

Work Experience

Software Engineering Intern - RageOn! May 2016 - now

- wrote and refactored React components for better UX and maintainability
- refactored Gulp integration to allow for four times as fast development/deployment
- created growth hacks for web application that brought 30% higher user engagement

Web Development Contractor - 5miles Inc. February 2016 - March 2016

- built landing pages for monetizing the startup and growing the user base
- used Webpack to compress images and reduce overhead

Full Stack Engineer - 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

Software Engineering Intern - Joobi.co July 2014 - August 2014

- refactored PHP Joomla plugins to reduce client side overhead by 30%
- improved overall UX and UI by normalizing design across pages

Full Stack Engineer - MTGK Math Institute August 2013 - Now

- used Flask to generate franchise pages and contact information on the fly
- increased web presence with a complete overhaul of online assets

Skills

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

Technologies - React, Webpack, Git, LESS, MySQL, jQuery, Photoshop, Illustrator, Ionic, Flask, Laravel, Rails, Meteor, Node, Vim, Joomla, Wordpress

Projects

FreezeRay - mobile application for quick bitcoin transactions using QR codes

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

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

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

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.

- designed and 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