# 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 2017 (expected)

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

**Work Experience** 

# Full Stack Engineer - Appupa

August 2015 - now

- wrote front end codebase for enterprise clients/designed logos/site overhaul
- used Ruby on Rails to write routing and refactor code for clients

## Web Development Contractor - <u>5miles Inc.</u>

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

<u>Technologies</u> - 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, handled hundreds of concurrent connections every second

### **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