Benny Yan

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Education

B.S Computer Science - University of Texas at Dallas - <u>AES Full Tuition</u> Scholarship Recipient - Graduating Dec 2018 (expected) - 3.5 GPA - US Citizen
Relevant Coursework - Data Structures, Advanced Algorithms, Automata Theory, Computer Architecture, Discrete Math, Software Engineering

Skills

<u>**Languages**</u> - Javascript, Python, Scala, Ruby, CSS3/HTML5, PHP, Lua
<u>**Technologies**</u> - 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 @ <u>Capital One</u> (August 2017 - Dec 2017)
 - wrote code to find significant features using Multiple Correspondence Analysis on a data set
 - helped apply machine learning using Apache Spark's MLLib achieving a 87% prediction accuracy
 - helped create UI to present machine learning results using Angular 2

Software Engineering Intern @ <u>RageOn!</u> (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 @ <u>5miles Inc.</u> (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 Development Contractor @ <u>Common Core Pal</u> (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

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- <u>won best overall, best design, best DIY</u>
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- <u>won best project at the Texas Bitcoin Conference Hackathon</u>
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- <u>won the Bloomberg prize</u>
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