# Bella(Guang) Yang

Toronto, ON M5S2H8 | 343-997-3619 | bellaguang vang@mail.utoronto.ca | LinkedIn | Github

#### **EDUCATION**

**University of Toronto, Toronto, ON** 

**September 2021-2026** 

Major in Computer Engineering, Software Focused

Minor in Engineering Business and Artificial Intelligence

Relevant Coursework: Software Architecture, Object-Oriented Programming, Algorithms and Data Structures, Computer Networks, Databases, Machine Learning, Artificial Intelligence, Computer Security

# TECHNICAL SKILLS

Languages and Frameworks: C/C++, Javascript(ReactJS), HTML/CSS, Python(FastAPI), MATLAB, SQL Cloud&Data Management: AWS, Google Cloud, MongoDB, Firebase, Heroku, Microsoft Azure

Skills: Full-Stack Development, Natural Language Processing, Git/Github, AR/VR (Unity)

#### WORK EXPERIENCE

## iManage (Closing Folders) Toronto, ON

May 2024-Present

Frontend Software Engineer (Co-op)

- Developed frontend features for a legal transaction platform using **JavaScript**, **TypeScript**, **HTML**, **CSS**, and **Tailwind** within Ember and React frameworks.
- Led the development of a **drag-and-drop document upload system** that automatically creates and attaches items within transaction agendas—transforming a previously manual process into an intuitive workflow, adopted widely by users and ranked among the **most impactful features** released this year.
- Collaborated closely with product designers to implement Figma-based designs, ensuring visual consistency and intuitive user experiences; proactively refined UI components to improve usability and accessibility across the platform.

### IEEE UofT Student Branch, Toronto, ON

May 2023-Present

Branch Advisor, ex-Branch Chair, ex-Director of External Relations

- Managed four annual flagship 24-hour hackathons and networking events, leading a team of over 100 organizers and attracting more than 350 student participants, as well as 50+ industry participants and faculty members per event.
- Led strategic outreach to over 150 companies, supporting initiatives that enhance the professional development of engineering and computer science students at UofT in both technical and interpersonal skills.
- Secured over \$50,000 in monetary sponsorships from notable companies such as Qualcomm and Synopsys, along with product sponsorships and guest speakers from TELUS, Qualcomm, AWS, and AMD.

#### Rumble Boxing Stuodio, Toronto, ON

May 2025-Present

Front of House Staff (Part-time)

- Delivered end-to-end customer service, including class check-ins, hand-wrapping assistance, and maintaining studio readiness and supplies.
- Facilitated sales for group classes and personal training sessions, managing scheduling for both clients and trainers

### FinTorch (affiliated with The Hatchery): AI for Financial Analysts, Toronto, ON

February 2023-October 2024

Co-Founder, Software Developer (FullStack & LLM), Business Strategist

- Co-founded and Engineered an Advanced **LLM** using **NLP** techniques via OpenAI's GPT model, achieving integration with over 20 financial APIs to elevate decision-making processes for both retail and institutional investors.
- Led the Iterative Development for multiple versions of a **Next.js** website, utilizing a tech stack that included **React**, **TypeScript**, and **Tailwind**. Managed backend operations using **AWS** and **Flask**. Each version yielded a 50% uptick in active user engagement, cumulatively attracting more than 3,000 users.
- Won **First Place** at the Sibos Canadian Student Challenge 2023, bringing FinTorch to Sibos TV to share with world's leading financial executives.

## **SED Lab - University of Toronto Engineering MIE Department, Toronto, ON**

May 2023-August 2023

Researcher (AR/VR), Software Developer (User Interface in VR Environment)

- Developed an Immersive Virtual Reality Environment using C and Unity, designed to simulate Knee Replacement Surgery procedures.
- Conducted usability testing with 16 participants following the REB protocol, resulting in a 25% improvement in understanding of the procedure after engaging with the VR simulation.