Andrash Yang

Full-stack web developer. Former mobile app developer and indie game developer. Someone who just loves to create new things by coding and has been doing it as a job and as a hobby for more than 10 years.

Highly self-sufficient and self-motivated. Capable of designing and implementing a project from scratch and learning whatever is needed to get the job done.

Nationality: Taiwan | Language: Mandarin Chinese (native), English (fluent)
Looking for a fully remote job that values creativity.
Please visit my Portfolio Website: https://andrash.dev/
 | cocoychris@gmail.com

Web Dev Skillset

- `JavaScript/CSS/HTML` , `TypeScript` , `Node.js` , `React.js` , `Vite` (as an alternative to webpack), `jQuery` , `Express.js` , `RESTful` API design, `EJS` (for SSR), `Socket.io` , `Puppeteer` (for web scraping) and `PostgreSQL` database design and operations.

- A true believer in the `Object-Oriented` programming paradigm, who understands its importance due to past experiences with spaghetti code.

- Familiar with `non-blocking I/O` , `asynchronous` programming, and `event-driven` programming.

- Familiar with unit testing using `Jest` and version control using `Git` and `GitHub` .

- Practices good documentation and code commenting habits. Familiar with the `JSDoc` documentation syntax.

- More of a library builder than a library user. Enthusiastic about building reusable libraries and components.

Other Coding Experience

- Android & iOS (non-native) mobile app development with `Corona SDK` (now called `Solar 2D`) using the `Lua` language.

- Indie game development with `Adobe Flash` (now called `Adobe Animate`) using the `ActionScript 3.0` language.

- Side projects with the `Arduino` microcontroller using the `C++` language.

- Programmatic 3D modeling with `OpenSCAD` using the `OpenSCAD` language for 3D printing.

- Other languages: `AngelScript` for game scripting.

Full-stack Projects

Playground by Andrash (My Portfolio website)

This website serves as my portfolio, showcasing my full-stack web development skills.
The site is built on a custom Multiplayer Online Game Engine, offering visitors an unconventional, game-like browsing experience.
It also includes a Map Editor, a tool that I designed to help create the playgrounds for this website. I decided to make it public so that others can also use it to create their own playgrounds.
Technologies used in the project:
`React.js` , `Node.js` , `Vite` , `Express.js` , `socket.io`

Automated Robot Platform (ARP) System

A web-based RPA (Robotic Process Automation) system that allows users to manage and execute automated tasks. The system can run multiple tasks simultaneously and supports a wide range of tasks including web scraping, file processing, database operations, mouse and keyboard operations, etc.
This was an internal project for a company I worked for. I proposed the idea, designed the system, and implemented the entire project from scratch.
The project was a great success and has been used by the company for more than 2 years. It has become an essential

, `Jest` , `PM2` , `TypeScript` , `Object-Oriented Programming` style.

Most of the asset images were created by me using Inkscape.

* Link to the website: https://andrash.dev/

* Source code on GitHub:
https://github.com/cocoychris/andrash-portfolio

tool for automating repetitive tasks across multiple departments.

Technologies used in the project: `Node.js` , `Express.js` , `RESTful API` , `EJS` , `jQuery` , `Puppeteer` , `Nut.js` , `PostgreSQL` , `MSSQL` .

* Learn more:
  https://andrash.dev/page/md/project_arp_system

* Demo video
  https://youtu.be/IO3-2_hz4XU

Education

- Earned a Bachelor's degree in Philosophy from Chinese Culture University, graduating early with honors in 2012.

- Self-taught in programming, software engineering, game development, and web development since 2004. The first language I learned was `ActionScript 2.0` (a weakly-typed language very similar to JavaScript), which I used with `Macromedia Flash MX` to make Flash games.

- First encountered `OOP` concepts in 2008 while migrating to `ActionScript 3.0` (a strongly-typed language very similar to TypeScript). This experience made me appreciate the value of `OOP` in managing increasingly complex codebases, and I have been a believer in `OOP` ever since.

Work Experience

Information System Senior Executive

BRAND'S Suntory Ltd. Taiwan Branch
08/2019 - 02/2023

- Working on internal web applications.
- The Automated Robot Platform (ARP) System mentioned above was developed during this period.

Mobile App Engineer

QLL (Quick Language Learning) Pte. Ltd
01/2015 - 02/2016

- Developed mobile apps for iOS and Android using Corona SDK and Lua as the main developer.
- Developed the company's main product, a mobile app that serves as an interactive ebook reader for language learning.
- Built a library of reusable components for the company's mobile apps.
- Developed a library that supports OOP implementation including class, inheritance and type checking for Lua (since Lua is a dynamically typed language), to ensure the extensibility and maintainability as the codebase grows.

Computer Science & Coding Teacher (Part-time)

Qing Shui High School, Yilan County, Taiwan. 01/2015 - 01/2016

- Taught computer science and coding to high school students.

Mobile App Engineer Intern

QLL (Quick Language Learning) Pte. Ltd
04/2012 - 02/2013

- Became familiar with Corona SDK and Lua.
- Developed mobile apps for iOS and Android using Corona SDK and Lua.

Indie game developer

09/2008 - 04/2012

- Created Flash games as a hobby and offered them for free while studying philosophy in college.
- Also worked as a freelance software developer for a few months, collaborating with my Philosophy professor to create a game-like software as teaching material for his class.
- Game Projects:
  https://andrash.dev/page/md/indie_game_development