Andrash Yang / 楊以宏

Full-stack web developer

📍 Tainan, Taiwan

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.

🌐 My Portfolio Website - https://andrash.dev

 GitHub - https://github.com/cocoychris

✉ Email - cocoychris@gmail.com

Full-stack Skills

Backend

- Node.js
- Express.js
- EJS for SSR
- Socket.io
- Passport.js
- Zod for data type validation
- CSRF, CORS, Bcrypt, Secure cookie

Frontend

- React.js
- JQuery
- React Router
- Material UI
- Vite as an alternative to webpack
- RWD
- SVG animation
- InkScape SVG design

Language

- TypeScript
- JavaScript ES6
- CSS 3
- HTML 5
- SQL
- JSON
- XML
- EJS

Design Patterns

- RESTful API design
- Object-Oriented programming
- Service-oriented architecture
- Async / Non-blocking
- Event-driven programming

Documentation

- Swagger / Open API Documentation
- TypeDoc
- JSDoc

Database

- PostgreSQL
- DrizzleORM
- Relational Database Design

Dev Tools

- Jest for unit testing
- Git for version control
- Prettier for auto formatter

Others

- Puppeteer for web scraping & auto testing
- Nut.js for desktop automation

· · · · ·

Please continue reading on the next page.

(If you are reading the PDF version)

Full-stack Projects

Automated Robot Platform

A full-stack RPA (Robotic Process Automation) system I built at my previous job.

Features

- User Authentication & access control.
- Web scraping and desktop automation bots can be created and run on the platform.
- Bots (tasks) at server side can be scheduled or manually triggered from the client side.
- Comes with a dedicated web CLI and comprehensive commands for managing the ARP system & bots.
- Multiple bots can run concurrently in most cases (most other RPA software cannot).
- Allow users to monitor and interact with bots in real time.
- Sends emails automatically by the bot (with the result) or the system (when an error occurs).
- And a lot more...

Tech Stack

- Backend: JavaScript, Node.js, Express.js, EJS, Worker threads, Sheet.js, Puppeteer, Nut.js, Nodemailer
- Frontend: JavaScript, JQuery

References

- Demo Video on YouTube: https://youtu.be/IO3-2_hz4XU
- Learn more: https://andrash.dev/page/md/project_arp_system

Playground By Andrash

An experimental, unconventional website that aims to provide a game-like web browsing experience. It is also my personal portfolio website. You can find more information about me and my work there.
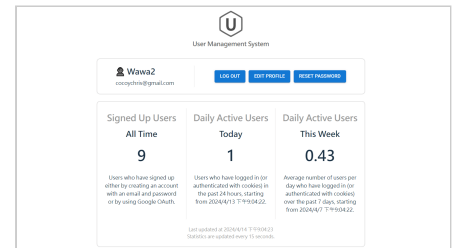
Features

- Game world rendering system built with react.
- Map editor built with react.
- Multiplayer online game engine that allows users to connect with their friends and explore the world together (Must try). Character movements are synchronized in real time.
- Items that display specific pages & information when your character touches them.
- Simple navigation algorithm that guides the character to the place you tap.
- Multi-level dropdown menu component with no limit on the number of sub-menus.
- SVG animations for game characters and items.
- Frontend RWD layout.
- And a lot more...

Tech Stack

- Backend: TypeScript, Node.js, Express.js, Socket.io, Jest
- Frontend: React.js, Socket.io, SVG animation, Tween.js, Vite, Jest, InkScape

Reference

- The website: https://andrash.dev/

User Management System

A demo project that shows my ability to build some common features with good coding and documentation practice on the backend. The frontend is deliberately simple.

Features

- User sign-up and login via email or Google account.
- Field value validation (e.g. email format, password length, etc.) on both frontend and backend.
- Email verification - receive an email after sign-up.
- Password reset & user profile update.
- Access user statistics and user list after login.
- Frontend RWD layout.
- Backend Security Features: Double CSRF, secure cookie session, secure password storage, rate limiting, time limited tokens.
- OpenAPI/Swagger documentation for REST API.
- TypeDoc for the project codebase.

Tech Stack

- Backend: TypeScript, Node.js, Express.js, PostgreSQL, DrizzleORM, Passport, Sendgrid, EJS, OpenAPI, TypeDoc, Zod
- Frontend: React.js, React router, Material-UI, openapi-generator-cli, Zod, Vite, InkScape

Reference

- The website: https://golden-happiness.com/

- Learn more: https://andrash.dev/page/md/about_this_place
- GitHub Repository: https://github.com/cocoychris/user-management-system-demo

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.

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 while in high school, motivated by the dream of making my own computer game (with Adobe Flash) .
- Learned OOP while migrating from my first programming language ActionScript 2.0 (a weakly typed language very similar to JavaScript) to ActionScript 3.0 (a strongly typed language very similar to TypeScript), and have been an OOP believer ever since.

Work Experience

Information System SeniorExecutive

BRAND'S SUNTORY LTD. TAIWAN BRANCH (MALAYSIA)

08/2019 - 02/2023

Taipei, Taiwan

- Worked as the main designer & developer of the ARP (Automated Robot Platform) full-stack system, which I mentioned above in the full-stack projects section.
- Managed the CEM & SAP systems. Filling gaps and integrating multiple systems with the ARP system.

Mobile App Engineer

QLL (Quick Language Learning) Pte. Ltd

01/2015 - 02/2016

Taipei, Taiwan

- 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 supporting OOP implementation including class, inheritance and type checking for Lua (as it is a dynamically typed language) for code base extensibility.
- Learn more: https://andrash.dev/page/md/mobile_app_dev

Computer Science & Coding Teacher (Part-time)

Qing Shui High School

01/2015 - 01/2016

Yilan County, Taiwan

- Taught computer science and coding to high school students.

Mobile App Engineer Intern

QLL (Quick Language Learning) Pte. Ltd

04/2012 - 02/2013
Taipei, Taiwan

- Became familiar with Corona SDK and Lua.
- Developed mobile apps for iOS and Android using Corona SDK and Lua.
- Developed a painting app that comes with different brushes and allows users to post their paintings to their Facebook.

Indie game developer

Freelance / Non-profit

09/2008 - 04/2012
Taipei, Taiwan

- 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 interactive software that helps illustrate some of the key concepts in his logic class.
- My game projects: https://andrash.dev/page/md/indie_game_development