

Donald Yang

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EDUCATION

Binghamton University, State University of New York, Thomas J. Watson School of Engineering and Applied Science

Bachelor of Science in Computer Science

Graduated 2023

SKILLS

Certifications: CompTIA Security+, AutoCAD Certiport Certified 2017, OSHA 10-Hour Construction Safety and Health

Languages: Python, C++, SQL, C, C#, Bash, PowerShell, JavaScript, HTML5, Basic CSS3

Tools & Software: Kafka, Jenkins, SQLite, Flask, WireShark, pfSense, AutoCAD

Platforms: Linux, UNIX, Windows, VMWare vSphere 6/7

Infrastructure Management: Docker, Kubernetes, Helm, EOL Transitions, Patching, Upgrading, Troubleshooting

Data Integration & CI/CD: Data Pipelines, Jenkins Automation

WORK EXPERIENCE

Deltek, System Administrator Intern – Remote

June 2022 – August 2022

- Orchestrated the EOL transition for Windows Server 2012 R2 systems, mitigating potential vulnerabilities and ensuring continuous service through coordinating decommissioning, in-place upgrades, and VM requests.
- Enhanced IT communication strategies, fostering clear collaboration through detailed emails and discussions; recognized for exceptional customer service, streamlining server management procedures, and boosting user satisfaction.
- Leveraged VMWare vSphere to optimize infrastructure management, including organizing server tags, managing external server lists, executing patches, and implementing system rollbacks to maintain service integrity.
- Drafted comprehensive documentation on Windows Server 2012 R2 EOL transition and led team training sessions, ensuring knowledge transfer and reinforcing best practices within the team.

Tottenville High School, Technical Aide – Staten Island, NY

June 2019 – July 2019

- Installed Mac/Windows operating systems and printer drivers, streamlining computer setups for school use.
- Assembled and set up computers with the necessary cables and hardware, ensuring students had functional systems.
- Configured and optimized networking equipment, facilitating stable Ethernet connections for improved connectivity.

PROJECTS

Continuous Data Integration/Deployment System (CDIS)

June 2023 – August 2023

- Designed and implemented an end-to-end sensor data pipeline with three microservices, utilizing Kafka for robust data transmission and SQLite for lightweight application purposes.
- Streamlined system scalability and efficiency by implementing Docker for microservices and establishing CI/CD pipelines with Jenkins, resulting in faster deployment and resource optimization.
- Managed Kubernetes configurations, including kubeconfig file creation for Jenkins to interact with the Minikube cluster, while implementing granular access controls and permissions within the namespace, ensuring secure and seamless container orchestration.
- Enhanced system reliability by integrating Kubernetes-based unit tests, fortifying data integrity and bolstering application performance.
- Developed a Flask app for seamless data visualization.

ZoomEase

July 2023 – August 2023

- Overhauled, cleaned, and optimized application code, including the integration of C#'s built-in functions, refined error-handling, and removal of redundant logic.
- Introduced a consistent method for HTTP client response evaluations, leading to a reduction in error occurrences and a more reliable user experience.

Virtual Home Lab

October 2020 – August 2021

- Established GPOs and a centralized file server, streamlining device management and ensuring secure data storage.
- Enhanced overall network security with VLAN segmentation, effectively reducing potential attack vectors.
- Seamlessly integrated pfsense LDAP with Windows DC, promoting a robust, secure AD login mechanism.
- Deployed Pi-Hole domain-wide, speeding up web browsing, minimizing ads, and bolstering domain name resolution through a recursive DNS.

Lost In Space (Platformer)

October 2019 – December 2019

- Spearheaded both the backend and frontend development of a Python-based side-scrolling game using Pygame, seamlessly integrating game physics, player dynamics, and the overall game loop.
- Achieved 3rd place among nearly 30 teams by crafting an engaging player experience with dynamic platforms, a time-based scoring metric, and a cohesive game loop structure.

RELATED EXPERIENCE

Google Tech Challenge 2019

September 2019

- Won 1st Place among a dozen campus teams by working with three colleagues in coding speed-runs and puzzles.