

Songhua Yang

IT Lead

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Experienced IT leader with 10 years of hands-on software development and 6 years of team management, specializing in team leadership, project management, software development, problem solving, product development, data analysis.

Work Experience

IT Lead and Director of Operations

Spaice Group . Oct 2023 - Present

- Supervised, led, and mentored a 15-person, multi-functional team conducting research, design, and complex software development.
- Drafted the company's technical roadmap, successfully introduced major feature revisions that resulted in a 23% increase in software efficiency and a 45% increase in customer satisfaction.
- Rebuilt the technical team to align with the latest business model, leading to a 30% team efficiency increase and a 60% cost reduction.
- Proactively identified day-to-day business challenges and provided timely solutions.
- Collaborated with cross-functional departments to streamline daily operations, by reducing unnecessary meetings and reports 50% while prioritizing communication and data efficiency.
- Streamlined digital marketing and lead management structures and processes, resulting in a 15% revenue increase in the first month and a 25% increase in the second month.
- Worked closely with department leads to shape future business directions and organizational structures, and implemented training strategies to ensure efficient change management.
- Effectively managed external resources, including service providers and suppliers, to optimize collaboration and efficiency.

Director of Software Engineering

Spaice Group . Jan 2022 - Oct 2023

- Led a 10-person in-office and 15-person offshore engineering team to develop the first version of the Spaice renovation software ecosystem, with the major tech stack of Nextjs, React, Antd, tailwind CSS, three.js, Rust, PostgreSQL, MongoDB, Github Flow, AWS, Kubernetes.
- Successfully launched the interior design software, including essential ERP features like digital marketing, sales centers, quick estimates, real-time rendering kiosks, showroom SKU management etc. This innovative solution increased design efficiency by 6x compared to traditional tools and has been adopted by over 20 businesses.
- Conducted market research, collected client feedback, and translated requests into software system design charts and prototypes.
- Researched and applied effective project management techniques, creating detailed documentation for future use.
- Established documentation and programming best practices continuously, ensuring maintainability.

Software Engineer

Nuvalence . May 2021 - Jan 2022

- Contributed to a time-sensitive project for the New York State Department of Labor, leading the frontend development using Angular, and ensuring accessibility, internationalization, speed, stability, and user experience.
- Collaborated with multiple cross-functional teams and third parties to deliver the project within a tight deadline in an agile environment.
- Built a component library for Ford's new branding websites, implementing best practices and using React Storybook for documentation.
- Researched and optimized the team's engineering workflows to improve efficiency and reduce confliction.

Software Engineering Manager

Spaice Group . *Mar 2020 - May 2021*

- Led a 5-person in-office engineering team in building the infrastructure of a renovation software ecosystem, utilizing a tech stack including Next.js, React, Antd, Tailwind CSS, Rust, PostgreSQL, MongoDB, Jenkins, AWS, and Kubernetes within an agile framework.
- Conducted market research, collected client feedback, and translated requests into software system design charts and prototypes.
- Coordinated with business stakeholders for seamless project development, reviewed code and resolved technical issues on a day-to-day basis, established documentation and programming best practices continuously, ensuring maintainability.
- Interviewed and recruited team members to expand the team to meet business needs.

Software Engineering Manager

Ventmere . *May 2019 - Mar 2020*

- Architected and implemented large-scale e-commerce systems with the main tech stack of Angular, Material UI, Rust, PostgreSQL, MongoDB, Jenkins, Google Cloud, and Kubernetes.
- Led a team of 4 engineers, and 1 designer applying agile development cycles, and reviewed code and resolved technical issues on a day-to-day basis.
- Coordinated with business stakeholders regularly for seamless project development.
- Interviewed and recruited team members to expand the team to meet business needs.

Software Engineer

Quantum Mob . *Jun 2018 - May 2019*

- Led the onsite team in developing the Air Miles merchandise store, working in an agile environment and high-pressure situations to ensure tight launching schedules.
- Developed a standard component library and initiated a new wish list service.
- Regularly communicated with stakeholders ensuring the right direction and requirements.
- Helped clients investigate, structured and built Jenkins/AWS based CI/CD flow on multiple projects.

Founder

H.Y & May Fantasy Co. . *July 2017 - Present*

- Designed, developed, and managed 10+ medium-to-large-scale client websites and platforms, achieving a 100% satisfaction rate.
- Developed an open-source, API-first CMS system for managing large-scale e-commerce product data for platforms like Amazon and Shopify.
- Established the entire e-commerce product lifecycle, including research, sourcing, branding, logistics, customer service, and order fulfillment.
- Created brands with 30+ Amazon products and 50+ reviews.

Frontend Engineer

Ventmere . *Sep 2015 - May 2018*

- Implemented a large-scale e-commerce ERP system with the main tech stack of Vue, Angular 2, RxJS, LESS, Antd, and Node.js.
- Built and maintained 10+ industrial-level e-commerce websites and tools.
- Collaborated with UX/UI, backend, and business stakeholders for effective implementation.

Frontend Engineer / Technical Assistant

Babysoft . *Mar 2015 - Aug 2015*

- Built business helper tools with Vanilla Javascript, designed and built customer emails with HTML, and designed newspapers with Illustrator and Photoshop.
- Communicated with clients to resolve technical issues.

Education

Master of Applied Science (M.A.Sc), Computer Engineering

Memorial University of Newfoundland . *2012 - 2014*

Bachelor of Electronic Engineering (B.EE), Communication Engineering

Shanghai Maritime University . *2008 - 2012*