Ian Yang

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Work Experience

Faire Wholesale Inc
Toronto, Ontario

SOFTWARE ENGINEER II
Nov 2021 – Present

- Drove a **50%** increase in mobile app installations by leading full-stack development of contextual nudges on high-traffic pages, optimized user flows, and collaborating with product designers. Partnered with infrastructure teams to mature Conductor and Builder.io platforms, improving scalability. Conducted end-user studies to inform data-driven design decisions.
- Reduced monthly shipping costs by **>65%** by transitioning a free shipping subsidy to a co-funded subsidy program, leading a **4**-engineer frontend team over a **3**-quarter implementation. Collaborated cross-functionally with the Insider team via bi-weekly syncs and engineering design docs.
- Increased Open With Faire applications by **>35%** by redesigning the application form to include soft credit checks and reduce friction, leading a **2**-engineer team. Contributed to the development of V2, automating the underwriting process using a third-party credit reporting API to improve efficiency and scalability.
- Improved marketing email subscription rates by **10%** by implementing an email opt-in nudge on the front page, leading a **2**-engineer team. Collaborated on engineering design docs to plan for future SMS opt-in functionality, to ensure scalability.
- Mentored **2** co-ops to achieve top performance scores by creating growth plans, conducting weekly 1:1s, and guiding them as they led and launched significant projects.
- Streamlined team-owned user journeys by auditing event tracking and end-to-end test coverage, creating a roadmap to address gaps, and delegating tasks across a **3**-engineer frontend team.

JANA Corporation
Aurora, Ontario

SOFTWARE ENGINEER II
Aug 2020 – Nov 2021

- Led and mentored a **5**-engineer frontend team by directing, planning, and developing flagship enterprise software Lantern to meet multiple version release deadlines, generating **$3+ million** annually in licenses.
- Led and organized sprint retrospectives, strengthening team cohesivity, communication, and planning by empowering the team to make continuous and procedural improvements through actionable items.
- Reduced development time by **25%** by coupling processes and hand-offs between Lantern developer/QA teams.
- Minimized PR lag by **35%** by collaborating with frontend team members to consolidate workflows and processes.
- Developed and maintained Azure DevOps CI/CD pipelines, automating the building and deployment of development and QA environments.

Skills

Languages	TypeScript, JavaScript (ES6+), HTML/CSS (styled-components, Sass), Kotlin
Frameworks	React (Hooks, MobX, Redux)
Technologies	RESTful APIs, Jest, Mocha, Cypress, Storybook, Jenkins, Git, Figma, Jira, MySQL

Education

University of Toronto, St. George Campus
Toronto, Canada

HONORS BACHELOR OF SCIENCE IN COMPUTER SCIENCE & STATISTICS
June 2020

Projects

League Oracle - React, Node (Express), MongoDB, Tesseract OCR Engine, Riot Games API

- Leveraged Tesseract OCR Engine to identify players and characters from a game screen image.
- Implemented asynchronous programming and optimized image processing strategies, improving Tesseract performance by **450%**, character recognition accuracy by **30%**, and reducing image storage space by **35%**.

Spotify Karaoke - React, Spotify API

- Engineered web scraper to gather and store lyrical data from Genius.com
- Configured endpoints from Spotify and Genius RESTful web APIs to fetch current playback information, user playlists, and control playback in real-time.