

# Ian Yang

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## Education

### University of Toronto, St. George Campus

HONORS BACHELOR OF SCIENCE IN COMPUTER SCIENCE & STATISTICS

Toronto, Canada

June 2020

## Work Experience

### JANA Corporation

SOFTWARE DEVELOPER

Aurora, Ontario

August 2020 – Present

- Led and mentored a **5**-developer Front End team by directing, planning, and developing Lantern (in React & Redux) to meet multiple version release deadlines, generating **\$2+ 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 Front End team members to consolidate workflows and processes.
- Discussed and validated product requirements, user stories, and development estimations with key stakeholders to break them down into features & development tickets in Jira.
- Developed and maintained Azure DevOps CI/CD pipelines, automating the building and deployment of development and QA environments.

### Goldenlink Academy

COMPUTER PROGRAMMING TEACHER

Markham, Ontario

May 2021 – Present

- Curated structured computer programming lesson plans based on students' level of expertise and interests.
- Teach 1-on-1 Python lessons to **2** students by delivering fundamental programming concepts through lessons, example problems, and live coding sessions.

### Namar Canada

WEB DEVELOPER

North York, Ontario

May 2019 – August 2019

- Led weekly sprints through effective communication using Trello.
- Developed and designed the Namar Canada website, providing a multi-faceted gateway for information, presentations, and in-person workshops.
- Refactored and optimized Qualsoft Corporation website code (LAMP) to improve web design and user experience.
- Wrote and organized clear and concise user documentation to aid in general usage and future development.

## Skills

<b>Languages</b>	TypeScript / JavaScript, HTML/CSS (Sass), C#
<b>Frameworks</b>	React (Redux), .NET Core, Node, Express
<b>Technologies</b>	Azure DevOps, Git, Jira, Microsoft SQL
<b>Miscellaneous</b>	130 WPM Typing Speed, 355/215/420 SBD

## Projects

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

[HTTPS://GITHUB.COM/IANYANG/LEAGUEORACLE](https://github.com/iany yang/leagueoracle)

- 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

[HTTPS://GITHUB.COM/IANYANG/SPOTIFYKARAOKE](https://github.com/iany yang/spotifykaraoke)

- 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.