

Ian Yang

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Work Experience

Faire Wholesale Inc

Toronto, Ontario

SOFTWARE ENGINEER II, FRONT END

November 2021 – Present

- Decreased Faire-covered monthly freight costs by **>65%** quarter-over-quarter with minimal GMV degradation, by deprecating the full shipping subsidies promotion, and launching a co-funded subsidy program, as Front End DRE.
- Acted as **Co-op Manager** for a co-op who achieved the highest performance score, by formulating growth plans, hosting weekly 1-1s and code pairings, and shadowing as they successfully launched a large project as DRE.
- Increased unit test coverage of legacy shipping code areas from **40% to 83%**, improving developer productivity by reducing PR lag time caused by mandatory test coverage.
- Successfully enrolled as an **FSR (Faire-ly Specific Reviewer)** to improve Faire's review culture by enforcing Front End style guides, ensuring sufficient test coverage, and upholding codebase quality.
- Performed various **Front End on-call** rotations, smoke testing and deploying releases daily, and swiftly triaging and resolving developer-blocking CI/E2E issues as they arise.

JANA Corporation

Aurora, Ontario

INTERMEDIATE SOFTWARE DEVELOPER

August 2020 – November 2021

- 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 **\$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 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.

Skills

Languages TypeScript, JavaScript, HTML/CSS (styled-components, Sass)
Frameworks React (Hooks, MobX, Redux)
Technologies Jest, cypress.io, Storybook, Jenkins, Git, Figma, Jira

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

[HTTPS://GITHUB.COM/IANY YANG/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/IANY YANG/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.