

Ian Yang

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Experience

JANA Corporation

SOFTWARE DEVELOPER

Aurora, Ontario
August 2020 – Present

- Led and mentored the Lantern front end team, directing and planning the front end development (TypeScript, React, Redux) to meet version release deadlines, generating an annual revenue of \$2+ million in licenses.
- Led and organized sprint retrospectives to empower the team to make continuous and procedural improvements through actionable items, ultimately improving team cohesivity, communication, and planning.
- Planned the coupling of development processes between developer and QA teams, drastically shortening the overall development time for features in an agile manner.
- Discussed and validated product requirements, user stories, and development estimations per version release..
- 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 students delivering fundamental programming concepts through lessons, example problems, and live coding sessions.

Namar Canada

WEB DEVELOPER

North York, Ontario
May 2019 – August 2019

- Developed and designed the Namar Canada website, providing a multi-faceted gateway for information, presentations, and in-person workshops.
- Led weekly sprints through effective communication using Trello.
- 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.

Education

University of Toronto, St. George Campus

HONORS BACHELOR OF SCIENCE IN COMPUTER SCIENCE & STATISTICS

Toronto, Canada
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.

Skills

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