

# Jaewon Yang

N2H 0C7 | (519) 729-7202 | [j1yang.github.io/portfolio](https://j1yang.github.io/portfolio) | [github.com/j1yang](https://github.com/j1yang) | [linkedin.com/in/jaewon-yang](https://linkedin.com/in/jaewon-yang)

## HIGHLIGHTS

- Possessing over 1+ year of experience in Web Development and proficient in Software Development.
- A Highly organized and results-focused tech leader, leading a team of 6 to 8 developer members.
- Successfully deployed an interactive web XR lecture platform featuring a 3D avatar with inverse kinematics.
- An eager team collaborator committed to addressing project challenges and following coding best practices.
- Proficient in Agile software development methodologies with hands-on experience.

## WORK EXPERIENCES

### Software Developer, VARLab Conestoga College, Waterloo

Sept 2022 – Present

- Developed an advanced web XR lecture space for Conestoga College, fostering students with an unparalleled immersive learning experience.
- Established an automated asset optimization that efficiently compresses 3D assets into various formats, tailored to the specific needs and preferences of different platforms and technologies.
- Made valuable contributions to early-stage research and development initiatives, effectively transitioning them into fully-fledged, official in-house projects.

## HACKATHON EXPERIENCES

### Bell Geekfest Hackathon 2023

22-24 Sept 2023

Participated in 3-day hackathon focused on creating technology solutions for Privacy & Cyber Attack topics.

- Develop the privacy protection Chrome extension that employs React and Vite for the front end, with a Flask backend implemented in Python utilizing the OpenAI API.

## PROJECT EXPERIENCES

### vConestoga-VARLab

- An in-house immersive lecture platform for Conestoga college—Built with JavaScript, Three.js and Node.js.
- Developed advanced VR feature for avatar arm inverse kinematics, elevating the immersive experience of avatars—Built with JavaScript and Three.js with foundational inverse kinematic physics.
- Implemented a desktop avatar head, face, and hand tracking feature, delivering a VR-level experience—Built with MediaPipe API, JavaScript, and Three.js.

### Lecture Entry Point Portal—vConestoga

- The primary entry point for lectures using the MERN stack and implemented LTI Authentication seamlessly integrating with D2L for a secure and streamlined user experience. —MongoDB, Expressjs, React and Nodejs.
- Optimized system efficiency, reducing page load time by 15% and improving backend response rate by 20%.

### WebXR Educational Simulation—vConestoga

- An immersive webXR educational simulation for conflict resolution and proper escalation—Built with Three.js for 3D background, React frontend UI and Microsoft Playfab user analytics.
- Resulted in 30% better performance and facilitated detailed analytics for precise data extraction.

### Automated Asset Optimization—vConestoga

- An automated asset optimization that converts heavy existing assets to optimized assets for the webXR environment—Built with Electron, KTX Software, and glTF-transform SDK.
- Conversion and Compression system that revolutionized our workflow. By enabling the seamless conversion and compression of over 50+ assets with a single click, achieved a remarkable 99% success rate and reduced processing time by 95%.

## EDUCATION

### Computer Programming and Analysis—Conestoga College—Co-op—GPA 3.93/4.00

Sept 2020 – Present

*Expected Graduation: April 2024*

## SKILLS & INTERESTS

**Software:** JavaScript, TypeScript, Three.js, Node.js, React.js, Java, C#, ASP.NET, Tailwind CSS, Firebase, MongoDB, Git, Electron, Python, Next.js, Yarn, Bootstrap, Vite, Webpack, Feathers.js, SQL, Jira, Confluence, Bitbucket, Slack, Asana  
**Interests:** Badminton, Golf, Hiking, Camping, Video Game, Music, New Technologies.