Joe Yang
Systems Design Engineering

Jyyang96@gmail.com
http://joeyang.me
http://github.com/joeyang22
http://www.linkedin.com/in/joeyang96

SUMMARY OF QUALIFICATIONS

Software Skills	• Java, C#, C++, JavaScript, Ruby, Python, CSS, HTML, Git
Platforms	• Android, Universal Windows Platform, Windows Phone 8
Experience	• Object Oriented Programming, data structures and algorithms, Agile, Waterfall and Extreme Programming development cycles

WORK EXPERIENCE

Pivotal Labs
Toronto, On
Sept 2015- Present

Agile Software Engineer
- Developed applications for a large ridesharing company for both Universal Windows Platform (Windows 10) as well as Windows 8 Phone in a MVVM architecture
- Implemented responsive design principles which allow the app to be used on phones, tablets, and desktops
- Improved startup performance of Windows 10 application through caching and lazy loading, removing up to 10 seconds of startup for certain devices
- Maintained and fixed issues in the Windows Phone 8 version of the application, and was responsible for migrating the application to receive data from a new API
- Participated in Pair Programming and weekly release cycles in an Agile environment

Pivotal Labs
Toronto, On
Jan. 2015 – May 2015

Agile Test Engineer
- Wrote and maintained automated test suites with Ruby using Cucumber and Calabash, and JavaScript for both Android and iOS applications
- Deployed test suites covering 100+ functional/regression tests on Jenkins and Travis CI
- Preformed manual and exploratory testing for internal and client projects

RELEVANT PROJECTS

Barcode Battle
August 2015

Android Application with Node.js Server (Using Express.js and MongoDB)
- Created an Android game implementing custom views, Object Relational Mapping for storage, and connections to an online server
- Created a Node.js REST API that the Android Application connects to, using Express.js as the middleware and MongoDB as the database, enabling users to play against other people online

Project Sunshine
Jan. 2015 – May 2015

Android Application – Online Course
- Created a weather application while following the 'Developing Android Apps' course on Udacity, supporting both phones and tablets
- Used the Open Weather Map API and implemented a Sync Adapter to get real-time weather information and to schedule notifications

EDUCATION

University of Waterloo - Candidate for BASc., Systems Design Engineering, Computer Science Minor
2014 – Present

ACTIVITIES AND INTERESTS

Hackathons
- Participated in UofTHacks, Hack Western, and Hack Princeton, working on Android and iOS applications