



JIM YANG

Lead Developer with 10 years accumulated experience **managing teams, building prototypes, and architecting software solutions.**

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Experience

Degree53

Manchester, UK
2017 - now

*Whitelabel Online Gaming
and Sports Betting Platform*

Lead Developer

Architect entire front-end stack from the ground up to meet technical and business requirements
Directly manage a 6-person development team to:

- Build a localizable, whitelabel casino and sports betting product (using Typescript, React, Redux, Webpack, Socket.io, Polyglot, CSS-in-JS, ...)
- Fix, upgrade, and maintain third-party backend integrations in Ruby on Rails, and C# (using RabbitMQ, RethinkDB, and MySQL)
- Decouple external development dependencies with Facade API layer (using NodeJS, Express, lowDB, JWT)
- Sustain high levels of code and product quality with >90% test coverage across entire project (Jest and Git Hooks)
- Encourage and enforce documentation standards cross-functionally within the wider team (Confluence, intra-project Markdown files)
- Ensure environmental reliability by continuously tuning and feeding back CI and CD processes (Jenkins, Splunk, AWS)

Screen and train new hires to conform to project coding, behavioral, and career progression guidelines
Conduct regular inter-squad and inter-team one-on-one interviews to give voice to developer praises and address developer concerns

This Place

London, UK
2015 - 2017

*Design-driven
creative UX agency*

Senior Developer

Led and mentored development team to:

- Develop in-house innovation projects, extensive use of edge-level development with *AngularJS, Typescript, NodeJS (Express), WebGL, Canvas API, Unity3D, Slack API, Oculus SDK, Docker, Cordova, UnderscoreJS, Three.js*
- Improve client processes (using Jira, Trello)
- Establish guidelines and processes for third-party collaboration on short-term projects (Confluence, APIDocs, JSDoc3, Markdown, StatusHero)
- Collaborate and cross-train designers for web development to reduce project risk (Chrome DevTools, Zeplin)
- Maintain development infrastructure including CI, and local development containers with AWS, Jenkins CI, Jasmine, custom Slack bots

Developed several high traffic [internal tools](#) to strengthen workflow transparency for clients.

Create and maintain separated continuous integration infrastructure and [automated documentation generation](#).

Authored open-source projects related to [problems solved](#) during client work.

[Published popular tech articles](#) to build company brand as tech powerhouse.

Deep research into emerging technologies (e.g. VR, bots, IOT) as part of business innovation initiative.

Responsible for the [technical screening](#) and developer hiring process.

Extend existing working processes to allow for flexible and remote work roles to increase retention.

Thewindow.com

London, UK
2014 - 2015

*Design-centric
social platform*

Developer

Led frontend team to implement and release key site features:

- Sharing content within the platform
- Site messaging system
- Content favoriting
- UI / UX delight elements
- First-use tutorial animations
- Rate limited anonymous access to site content

Release a stand-alone web app for mobile using micro JS libraries and a minimum of code (within a month from prototype to production)

Refactor existing front-end desktop site code to resolve framework and anti-pattern issues.

Contributed significant development effort throughout the full technology stack:

- Create and maintain dev-ops scripts (S3, Route 53, SES, continuous deployment)
- Implement new features on the API (NodeJS, MongoDB)

- Actively code for web spec, targeting hardware accelerated features in modern browsers (CSS3, Storage API, Notification API)
- Constantly re-orient team knowledge by encouraging communication and pair programming
- Rectify any source control issues within the continuously integrated project repositories

Researched competitors and identified high value, low effort enhancements to core product.
Enhanced site-wide usability by optimizing for 60FPS in all UX interactions.
Supervised a section of the technical screening process.

Imgur

San Francisco, USA
2012 - 2013

*Internet
entertainment*

Frontend / JS Developer

Create and release several major features in the pool of image services:

- Upload images from anywhere on the site with a variety of input methods
- Create memes from new and popular images using the WYSIWYG HTML5 meme editor
- Redeveloped the Imgur experience for mobile web, PhoneGap Android and iOS platforms
- Convert any YouTube video to a GIF animation with size, framerate and color options

Developed several ways to deploy ads within the mobile site to grow revenue:

- Sponsored ad units that look like gallery items
- Mobile ad inserts on comment threads and album items

Devised integration process using Behat and Selenium to maintain functional integrity between releases.
Analyzed traffic and referral data for prioritizing new gallery features.
Wrote tech blog posts to spotlight development processes for better community engagement.
Helped evangelize the service by drinking beer at countless start-up / tech networking events.

Nulogx

Toronto, Canada
2010 - 2012

*Logistics Supply Chain
Scheduling Planner /
Optimizer*

Application Developer

Resolved major issues in optimization algorithm; created scenario and unit tests.

Researched new heuristics and prototyped for improving load-planning including:

3D binpacking, tabu-search and evolutionary methods.

Created Google Maps mashups for new data visualization mockups and reporting.

Provided developmental support for pre-sales team and legacy customers.

Responsible for technical screening of potential hires.

National Research Council of Canada

Ottawa, Canada
2009

*Genomics / Proteomics
Research
Support Toolchain*

Bioinformatics Developer Intern

Coded features including search tree node removal from literature and DNA-string search verification.

Automated search network creation with BioJava and internal tools, reducing validation effort.

Tweaked tool to enhance predicted relationships from gene matches in prior knowledge.

Apple

Cupertino, USA

*Hardware Driver
Verification / Version
Tracking*

Software Engineer Intern

Sanitized data from multiple vendors to clear up naming ambiguities between driver builds.

Created and deployed an intranet test tracking tool to aid in external hardware testing.

Completed draft specifications and database schemas as part of development process.

Designed a simple interface to ease data entry workflow.

QNX

Kanata, Canada
2007, 2008

*Automotive Navigation
and Infotainment Systems*

Embedded Developer Intern

Debugged and verified I²C device protocols, boosting performance.

Provided developmental support for Audi, Peugeot, Mercedes-Benz infotainment systems.

Resolved issues for proprietary navigation platforms, within-hours turnaround.

Education

University of Waterloo

2005 - 2010

Bachelor of Mathematics Co-op

Select coursework in statistics, probability, computer science and business finance.

5 year undergraduate work-study program: 2 years of accumulated internship experience.