

Kaiyuan Yang

Computer Science, Year 4

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in kaiy-yang

EDUCATION

- **University of British Columbia** Vancouver, BC
Bachelor of Science, Honors in Computer Science September 2018 – April 2023 (expected)
 - **Grade Average (Cummulative):** 90.8%

WORK EXPERIENCE

- **Software Engineer Intern** Remote
Coinbase May 2022 – Present
 - Working as a backend engineer on the direct deposit in crypto on Coinbase App.
 - Implemented the email incentives on bitcoin direct deposit account, which invited more than 10k MTU.
 - Migrating the direct deposit account from old ruby repo to Golang repo, including data migration, GraphQL endpoint redirect and public service implementation.
- **Software Engineer Intern** Vancouver, BC
Salesforce Jan 2022 – April 2022
 - Implemented Row Limit Filter in Lightning Reports which closed the gap from Salesforce Classic Reports.
 - Devised frontend test suite with unit and snapshot tests, improving code coverage in Javascript and Jest.
- **Web Developer Co-op** Vancouver, BC
BGC Engineering Inc. May 2021 – Dec 2021
 - Worked on Cambio™ Map Project using TypeScript React and C#.
 - Implemented sketch widget on the map using Arcgis with customized saving of geographic polygons.
 - Refactored the identify Tool Service in Cambio to enable customized template for different clients and reduce the payload by 20%.
- **Teaching Assistant** Vancouver, BC
Department of Computer Science, UBC Jan 2020 – present
 - **CPSC121:** Model of Computation
 - **CPSC213:** Computer Systems
 - **CPSC313:** Computer Hardware and OS
 - Directing tutorials for more than 400 CS students; Holding weekly office hours.

SELECTED PROJECTS

- **Insight UBC Query System** TypeScript, Node.js, Mocha, Git, Vscode Sept-Dec 2020
 - Developed a web application with rest endpoints using TypeScript.
 - Implemented a data controller that can parse HTML and JSON data and a query engine that handles queries
 - Followed Test-Driven Development process, and wrote Robust tests for both backend and frontend.
- **MiniRacket Compiler** Racket Jan-April 2021
 - Developed a compiler for a subset of Racket to machine language (x86-64 CPU instruction set with Linux system calls). This includes the phase of intermediate representation, code generation and optimization.
 - Wrote Robust Unit tests for each compiling pass.

PROGRAMMING SKILLS

- **Programming Languages:** Go, Java, C++, C#, TypeScript(Javascript), Python, SQL
- **Technologies:** React, Datadog, Snowflake, Microsoft Azure, .NET, vscode, Agile

AWARDS

- **Trek Excellent Scholarship** 2019/2020
- **Dean's Honor list/ Science Scholar** 2020/2021
- **Charles and Jane Banks Scholarship** 2021
- **Faculty of Science International Student Scholarship** 2021/2022