# Kaiyuan Yang

Computer Science, Year 4

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in kaiy-yang

#### EDUCATION

## University of British Columbia

Vancouver, BC

Bachelor of Science, Computer Science

September 2018 – April 2023 (expected)

• Grade Average (Cummulative): 90.8%

## Work Experience

## Software Engineer Intern

Remote

Coinbase

May 2022 - Sept 2022

- Implemented the business logic on bitcoin incentive activation email for direct deposit account, which incresed the MTU by 10%.
- Implemented the backend logic for direct depositing payroll as multiple different crpyto assets
- Migrated the CRUD traffic on Direct Deposit Account from Ruby to Go, including data migration, graphQL endpoint redirect and service api implementation.
- Designed and added metrics to better monitor and alert the direct deposit account traffic health.

## Software Engineer Intern

Vancouver, BC

Sales force

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.

## Software Engineer Intern

Vancouver, BC

BGC Engineering Inc.

May 2021 - Dec 2021

- Implemented the sketch & sketch save features on the Cambio<sup>™</sup> map with Arcgis API.
- Refactored the identify Tool Service in Cambio to enable customized template for different clients and reduce the payload by 50%.

## Teaching Assistant

Vancouver, BC

Department of Computer Science, UBC

Jan 2020 - present

∘CPSC121:

∘ CPSC213:

• CPSC313:

Model of Computation Computer Systems Computer Hardware and OS

o 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 controller that can parse HTML & 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

Dean's Honor list/ Science Scholar

2021/2022

Charles and Jane Banks Scholarship

2021/2022

Faculty of Science International Student Scholarship

2019/2020 2020/2021