Kuan-you Lin (Yoyo)

917 476 8864 | New York, NY

</> Personal Website   G Most Updated Resume

✉ kl635@cornell.edu   in linkedin.com/in/linkuanyou   ○ github.com/linvingalliswell

EDUCATION

Cornell University   **August 2021 – May 2023**

M.S, double major in Information Systems - Connective Media & Computer Science Concentration   *New York, NY*
- GPA: 4
- Merit-based Scholarship
- **Courses:** Algorithms, Machine Learning, Virtual Reality, Cybersecurity, Cryptography, Blockchain & Smart Contracts

New York University   **January 2021 – June 2021**

Certificate of Distinction in Computer Science (GPA: 4)   *New York, NY*
- **Courses:** Data Structure & Algorithms (C/C++), Computer Architecture, Computer Network, Operating System

National Taiwan University   **September 2016 – June 2020**

B.B.A, in International Business (GPA: 3.6)   *Taipei, Taiwan*
- Exchange: Maastricht University - Data Science, Econometrics, Netherlands (Sep. 2019 – Mar. 2020)

SKILLS

Languages: TypeScript, JavaScript, Java, Python, C, C++, C#, HTML, CSS, SQL, MongoDB, Redis, GraphQL, Solidity
Tools: Node.js, Git, Docker, Kubernetes, YAML, JSON, AWS, ESLint, NPM/Yarn, Poetry, Unity, Figma
Frameworks: React.js, Next.js, Storybook, Tailwind CSS, Express.js, Flask, Truffle, Web3, Jest, Mocha, React Testing Library, Pandas

EXPERIENCE

Software Engineer Intern   **May 2022 – August 2022**

Circle   *New York, NY*
- Building in **TypeScript** the Circle Account, a web-based business blockchain USDC/EUROC wallet product, working extensively on the frontend development with senior/staff developers, designers, and project managers in the **Agile/Sprint** practice
- Developing delayed withdrawals and IP allowinglist feature, and permission authorization in production code with **React.js, Next.js, Storybook, GraphQL, Tailwind CSS, Git**, and **Docker** to compose efficient, tested, and reusable components
- Establishing **unit and UI testing patterns** for each component and permission sets, including mocking feature switch values locally with dynamic importing and module restoring with **Jest, React Testing Library**, and **Apollo**
- Assisting in **Java** transaction core backend development on email notification for on-chain transactions and payment wiring

Software Engineer Intern   **June 2020 – January 2021**

BNP Paribas Cardif   *Taipei, Taiwan*
- Designed and built in **Python** the internal financial tool that algortihmizes the statement reconciliation of over 350 accounts and saved 70% working hours as the project leader cooperating with 15 cross-disciplinary agents
- Established greedy matching algorithms to work around NP-hard issues for the reconciliation, formatted raw statements of various kinds, designed project structures, and worked extensively with pandas, numpy, openpyxl, xlsxwriter

Quantitative development Intern   **July 2020 – December 2020**

Yuanta Financial Holdings - Proprietary Trading Room   *Taipei, Taiwan*
- Built in **Python** algorithmized trading pools consisting of over 80 programming trading strategies with unsupervised machine learning models with the objective to minimize maximum drawdown on the aggregated performance
- Developed in Multicharts and Power Language, over 15 trading strategies for features investment

PROJECTS

TheCampaign with TypeScript, JavaScript, Solidity, React.js, Next.js, ESLint, React-Semantic-UI, Mocha, Truffle, Web3
- Established an Web3 website for crowdsourcing projects with smart contracts on Ethereum
- Developed contracts with **Solidity**, tested with Mocha, and built static website with function components and react hooks

Space Monster with TypeScript, React.js, Next.js, Express.js, Node.js, Jest, Mongoose, Docker, K8S in Microservices
- Established in TypeScript and **Node.js**, the free space reservation system for the city with 6 event-based microservice servers
- Developed in TypeScript, React.js, and Node.js frontend website with RESTful API interaction with the backend server
- Containerized in **Docker, Kubernetes, Skaffold**, and deployed with Heroku

Grim Magneto with Unity, C#
- Developed in C# and Unity, a virtual reality first-person shooting game with level design, sounds & vibration haptic feedback, automatic enemy droids, and system manual and tutorials on Meta Oculus Quest 2