

Kuan-you Lin (Yoyo)

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EDUCATION

Cornell University

August 2021 – May 2023

M.S, double degrees in Information Systems & Information Science (with the concentration on Computer Science)

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 (Apollo), 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

- (Practices) Built in **TypeScript, React.js, Next.js, Java**, and **Spring Boot** Circle Account, a multi-user 2B blockchain wallet, involved extensively in the **full-stack** product development with 10-15 senior/staff engineers and PMs in a **Agile** and **CI/CD** cycle
- (Frontend) Designed and built with **Storybook.js, Tailwind CSS** many newly introduced features, enforcing **unit testing** with **Jest** and **React Testing Library**, Participating in **PR reviews**, e.g. designed and built role-based access control on every URL in the domain
- (Backend) Created **repository and DAO**, classes with **Jbdi** and **PostgreSQL** for the persistent layer blockchain wallet and wallet state model read and write operation, integrating to backend **API**, enforcing **integration test** against the DAO in **Docker** containers
- (Queries) Contributed to the data layer by adding queries, mocks, and data sources in **GraphQL (Apollo)** on API invoking; Additionally, investigated and resolved a **memory leak** affecting the entire codebase in the absence of the senior developers voluntarily

Software Engineer Intern

June 2020 – January 2021

BNP Paribas Cardif

Taipei, Taiwan

- (Internal) Designed and built in **Python** an enterprise-level software that algorithmizes the statement reconciliation of 350+ accounts and saved 70% working hours as the project leader of 2 developers, cooperating with 15 cross-disciplinary agents
- (Algorithm) 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 **OOD, pandas, numpy, openpyxl, xlswriter**

Software Engineer Intern

July 2020 – December 2020

Yuanta Financial Holdings - Proprietary Trading Room

Taipei, Taiwan

- (Quant) Built in **Python** algorithmized trading machine consisting of 80+ programming trading strategies with **unsupervised machine learning models** and backtested (validated) with annual 15% returns and 3% MMD in futures markets
- (Quant) Developed in Multicharts and Power Language, over 15 trading strategies in futures markets

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