Yuan "Leo" Yu

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EDUCATION

University of British Columbia   Vancouver, BC
Bachelor of Science, Major in Computer Science   *SEPT 2019 – PRESENT*

EXPERIENCE

Amazon - PXT Solutions | *Software Development Engineer Intern*   MAY 2023 - AUG 2023
- Analyze the performance of the internal recruiting engine using AWS Cloudwatch metrics and Google Chrome dev tools to identify the latency bottlenecks
- Implement a redux store to a mature React application to optimize re-renders by about 2000ms
- Modify the requisition validation and posting process to support differences in the environments of the stages in the deployment pipeline, as preparation for the deprecation of external services that our service depends on

Eastside Games Inc. | *Software Engineer Intern*   SEPT 2022 – MAY 2023
- Implement new features and bug fixes using the Unity Engine and C#
- Integrating a remote database and messaging service to deliver customer-facing announcements and currency in-game

Amazon - Amazon Web Services | *Software Development Engineer Intern*   MAY 2022 - AUG 2022
- Experience working with large SQL databases, querying for information and analysis on data trends in order to provide insight into industry trends
- Configure AWS services using Java CDK infrastructure and coding data crawling scripts in python to transform data to be query-able with SQL

ACADEMIC PROJECTS

Uni.fy Music Streaming Application | *React, Redux, Express, MongoDB*   MAY 2023 - AUG 2023
- Create a full stack application, using React and redux for client, express for APIs and server, and MongoDB as a database
- Utilized Spotify and YouTube APIs to integrate the separate music libraries together for a seamless listening experience while calling from both services

Database Query Tool | *TypeScript*   SEPT 2021 - DEC 2021
- Created a TypeScript backend that asynchronously adds/removes JSON datasets using promises and performs recursive queries on them
- Created a Discord bot frontend and communicated with it using RESTful API endpoints
- Worked following an agile development cycle and held weekly scrum meeting with teammates

PERSONAL PROJECTS

Lecture Video Timestamp Tool | *Java, OpenCV, FFmpeg*   JAN 2022
- Utilized the OpenCV and FFmpeg libraries to process, compress and analyze slide-based lecture videos, calculating the pixel percent differences between frames to produce timestamps for slide changes
- Used GitHub to keep track of changes across teammates

2D Platformer Game | *Unity Engine, C#*   JUNE 2021
- Utilized the Unity game engine to create a 3-level basic platforming game with basic melee combat and a boss fight
- Wrote scripts with Visual Studio Code for various game mechanics and designed and created all the UI and sprites for the game in Adobe Photoshop

TECHNICAL SKILLS

Programming: Java, JavaScript, TypeScript, C/C++/C#, HTML/CSS, SQL, Python, React, Redux
Tools/Environment: Git, VS Code, Intellij IDEA, Unity Engine, MS Visual Studio, Photoshop
Testing: JUnit, Jest, Unity Test Framework, GDB