

Merlin Yang

Oakland

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SUMMARY

Frontend-focused full-stack developer currently pursuing a Master's in Computer Science, with experience building responsive UI components, automation tools, and cloud-integrated web apps. Strong foundation in React, REST APIs, and AWS deployments, with growing interest in IAM systems and Azure workflows. Passionate about clean code, learning new stacks, and delivering production-ready UI in collaborative settings.

SKILLS

JavaScript, ES6, Webpack, Three.js, Python, OpenCV, NumPy, Pandas, LLM, HTML5, CSS3, WSL2, Docker, AWS EC2, React, tailwind, vite, Postgre, SQL

WORK EXPERIENCE

Fantast Bio Technology, Inc

IT/AI Consultant

Jan 2025 - Present

Remote

- Built responsive dashboards with reusable UI components, state management, and API integrations; collaborated remotely on production-ready features that mimic corporate SDLC and deployment timelines.
- Built a data-enrichment pipeline processing 400k+ commercial trade records via dynamic web scraping and LLM-driven classification using GPT-4o, improving lead targeting by 70%.
- Engineered a full-stack automation system using React, Flask, Supabase, and Vercel to batch-send marketing emails with pixel-based tracking and click logging (5,000+ interactions).
- Integrated external APIs (OpenAI, Perplexity) to enrich scraped data, enhancing workflow efficiency across marketing and sales.

SiriusMindShare

FullStack Software Engineer

Sep 2022 - Nov 2024

Remote

- Developed multi-tenant backend services in Python with RESTful APIs, data ingestion pipelines, and SQL-driven segmentation logic.
- Provisioned EC2 instances, configured Linux-based servers (Nginx, SSL), and containerized full environments with Docker.
- Participated in async code reviews, QA testing, and cross-team debugging; ensured reliability across CI/CD workflows.
- Refactored legacy codebases during product rebranding, emphasizing maintainability and modularity.

PROJECTS

TCG Memory League Web Game

React Developer

Apr 2025 - Apr 2025

Remote

- Designed and developed a browser-based memory card game themed around Pokémon TCG with a dynamic collectible loop, scaling difficulty, and unlockable progression system spanning 10,000+ cards across multiple sets.
- Developed modular component system with dynamic styling, 3D tilt effects, and sound feedback. Prioritized performance, responsiveness, and immersive UX.

EDUCATION

Northeastern University

Master's in Computer Science

Sep 2025 - Jul 2027