VINCENT YAN

COMPUTER ENGINEERING STUDENT

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WORK EXPERIENCE

APP DEVELOPER – FCOM SERVICES

July 2020 – Present
Vancouver, Canada

- Developed mobile and web applications to address mental and physical health issues in Canada and in Japan
- Designed, created, and improved applications based on user feedback and responses from customers
- Contributed to stand-up meetings and code review in a Scrum/Agile development environment

ANALYTICAL CHEMIST – STEMCELL TECHNOLOGIES

November 2018 – August 2019
Vancouver, Canada

- Developed analytical assays for the characterization of nanoparticles for stem cell research
- Automated data processing and image analysis to accelerate data throughput
- Monitored the stability and synthesis of particles to meet design and performance criteria

TECHNICAL PROJECTS

FEEDMI – FOOD RECOMMENDATION WEB APPLICATION - (Personal Project)

February 2019 – June 2020

(Python, ReactJs, MongoDB, Google-API, Flask, HTML/CSS, Pandas)

- Developed a web application that displays restaurant and recipe information based on food recommendation
- Implemented a recommendation system based on user preferences and attributes
- Created functions to manage and update the database to improve the quality and accuracy of recommendations

HOW BUSY? - https://busyrightnow.herokuapp.com/ - (Personal Project)

April 2020 – July 2020

(Django, Heroku-App, Google-API, Beautiful Soup, HTML/CSS)

- Developed a web application to help users see store traffic to avoid line-ups during Covid-19
- Parsed Google-Places API data with external libraries to obtain key information
- Deployed and managed the application performance and data on Heroku

BIPEDAL SINGING AND DANCING ROBOT - (UBC)

March 2020 – April 2020

(Raspberry Pi, Adafruit, CircuitPython, Multi-Servo Movement Programming, Bluetooth Controller)

- Developed a robot to simulate a variety of dance moves synced to music
- Outfitted and programmed robot with Bluetooth so it could be controlled wirelessly by phone application
- Implemented pseudo threads in CircuitPython to simulate simultaneous movement and buzzer functionality

KEY SKILLS

PROGRAMMING

• Java • Python • C • C++ • Verilog • ARM • X86-64
• HTML/CSS • Kotlin • CircuitPython • Windows/Linux

TOOLS/FRAMEWORKS

• Django • Flask • Docker • RESTful APIs • PostgreSQL/MongoDB
• Angular • ReactJs • Version Control • Debugging • Postman

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA – *3rd Year Computer Engineering*

May 2022

UNIVERSITY OF BRITISH COLUMBIA – *Bachelor of Science: Chemistry*

May 2018

- Dean's Honour List Winter 2018
- DOTA 2 director of UBC-Esports Association