

VINCENT YAN

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WORK EXPERIENCE

JAVA / C# DEVELOPER – FISPAN

September 2021 – December 2021

Vancouver, Canada

- Implemented a sync health checker feature for .NET application validating the connections between two platforms.
- Implemented Gitlab CI/CD pipeline features for new releases and publishing onto Slack.
- Researched, developed, and demonstrated Acumatica POC features to development team and interested parties.
- Supported development team by providing ideas, contributions, and working on tasks in an Agile/Scrum environment.

JUNIOR SOFTWARE DEVELOPER – DELTA CONTROLS

January 2021 – September 2021

Surrey, Canada

- Led the full-stack development of an alarms management system for building alarm management using JavaScript, Zend Framework, HTML/CSS, and REST APIs.
- Developed and implemented an alarm log pipeline from active controllers to backend servers to perform data analysis.
- Hosted, developed, and maintained backend server functionality for multiple products using pgAdmin4, test scripts, and FlaskAPI.
- Presented developed products and methods to stakeholders (executives, technical teams, and customers).
- Researched and implemented light-weight object detection inference on proprietary hardware for people counting.
- Developed an interactive navigation module and methods to visualize BRICK schema building relationships.
- Collaborated with technical teams and managers to discuss and implement new features.
- Created extensive documentation on Confluence for technical teams and management to see progress and development considerations.

APP DEVELOPER – FCOM SERVICES

July 2020 – December 2020

Vancouver, Canada

- Created an image-analysis android application using Android Studio and MongoDB.
- Developed, tested, and implemented features for a web application using Angular, PostgreSQL, and FlaskAPI.
- Collaborated in a Scrum/Agile development environment by working on code reviews and contributing to meetings.
- Presented developed products and methods to executives.

TECHNICAL PROJECTS

DISCORD RPG – <https://discordrpg.vincentyan.repl.co/> - (Personal Project)

April 2021 – Current

(MongoDB, Replit, Discord Bot API, Uptime Robot, Game Development)

- Designed and created a fully playable role-playing game in Discord.
- Developed combat, inventory, skills, enemy interactions, unique character classes, and continuing to add on more.
- Saved and managed players and character data through MongoDB Compass.
- Hosted the bot service on Replit and used Uptime Robot to monitor and track bot uptime and status.

PARTNERME – (Personal/Group Project)

September 2020 – Current

(MongoDB, Express, Android Studio, NodeJS, AWS)

- Designed and develop an android application connects students with their most suitable study buddies.
- Implemented and deployed backend server on AWS to handle front-end RESTFUL API requests.
- Lead development by scheduling meetings, updates, and delegating tasks for team members.

MEDIA TEXTSCRIBE – (Hackathon, Personal Project)

October 2020 – December 2020

(NodeJS, Express, Microsoft Azure, PUG/CSS, JavaScript)

- Developed a web application that uses Azure’s image parsing API to convert images to descriptive text for screen readers.
- Designed and implemented front-end modules to handle requests and displaying results.
- Winner of Microsoft’s “Best use of Azure for Social Good” award.

KEY SKILLS

PROGRAMMING

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

TOOLS/Frameworks

- Django • Flask • Docker • RESTful APIs • PostgreSQL/MongoDB
- Angular • ReactJs • Version Control • Debugging • Postman • AWS
- Azure • NodeJS

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA – 4th Year Computer Engineering

May 2023

UNIVERSITY OF BRITISH COLUMBIA – Bachelor of Science: Chemistry

May 2018

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