VINCENT YAN

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WORK EXPERIENCE

SDE INTERN - PERSONALIZATION – AMAZON
May 2022 – Aug 2022
Vancouver, Canada

- Developed an interactive dashboard that offered insights on customer data and provided the ability to deep-dive into metrics and selections.
- Documented final project implementation and design with extensive design docs and review with team.
- Collaborated with team to work on features and solutions to improve the performance of the platform.
- Reached out to customers for feedback to generate new ideas, features, and changes to improve customer experience.
- Presented the completed project to the organization and stakeholders (customers, technical teams, and executives).

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

SURGICAL PLANNING TOOL FOR DENTAL IMPLANTS - (Capstone)   **September 2022 – April 2023**

(HealthTech , Java, Artisynth, Slicer, 3D modelling)

- Created a virtual planning software module in Artisynth for mandible reconstruction after mandibulectomy surgery that meets dental implant viability requirements.
- Implemented an orthogonal regression module that performs best-fits of fibula bone segments along a patient's occlusal curve.
- Implemented a fast optimizer module that finds the angle of rotation of fibula segments in 3D space for maximum volume overlap.
- Developed UI elements and controls for technicians to quickly experiment and test multiple possible configurations for mandible reconstruction.
- Led meetings and demos with clients, technicians, surgeons, and stakeholders in the project.

DISCORD RPG – https://discordrpg.vincentyan.repl.co/ - (Personal Project)   **April 2021 – April 2022**

(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 – April 2021**

(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 • Javascript • Python • C • C++ • Verilog • ARM
• X86-64 • HTML/CSS • Kotlin • CircuitPython

TOOLS/FRAMEWORKS

• Django • Flask • Docker • RESTful APIs • PostgreSQL/MongoDB
• Angular • ReactJs • Postman • AWS • Azure • NodeJS

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA – *4th Year Computer Engineering*   **May 2023**

- CPSC Teaching Assistant – Sept 2022- May 2023
- Dean's Honour List Winter 2021

UNIVERSITY OF BRITISH COLUMBIA – *Bachelor of Science: Chemistry*   **May 2018**

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