Pinyi Yang

Full Stack Developer, Ph.D. in Materials Science & Engineering
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SKILLS

Programming: Javascript, Typescript, Python, Matlab, Java, C++
Web Development: React (Hooks), Node.js, Express, GraphQL, SQL/Postgres, NoSQL/MongoDB, HTML, CSS, Django
Others: OAuth, JWT, Session, React Vis, React Map GL, Mapbox, Google API, Yahoo API, Heroku, Github

PROJECTS

Fantasy Basketball Domina - a fantasy basketball tool providing statistical insights of teams
MyE&T beta - a planner and task tracker with statistical summaries for time optimization

- Designed, developed and deployed full-stack web applications with GraphQL wrapped RESTful service by Node, Express, and React (Hooks) front-end in Typescript.
- Developed data analysis logic and implemented data visualization with Google Chart API or React-Vis.
- Implemented user authentication with OAuth and JWT.

Nutri Facts - personal diet tracker with food suggestions and nutrient status visualization
Safe Street - Mobile app for searching neighborhood crime, natural disasters, and air quality

- Served as lead developer in a team with 3~4 developer. Designed web applications with UX designers.
- Designed, modularized and developed full-stack apps with Node/Express RESTful service and React front-end in Javascript. Distributed tasks to members and planned development to meet deadline.
- Reviewed, debugged and integrated fellow developers' code as git master.

EXPERIENCE

Research Lead, University of Houston, Jul. 2017 - Jan. 2019

- Project lead in wearable electronic prototype development; developed solutions to meet design specifications for innovative health monitoring and medical treatment during materials selection, designed device structure and processing.
- Developed Matlab and Python scripts for data collection, analysis and visualization. Refactored data for machine learning to identify target activity, or disease prediction and forestalling.
- Collaborated with Texas Medical Center Researchers to evaluate device with live animal tests.

Test Engineer, Aries App. Inc., Feb. 2014 - Feb. 2016

- Developed logic to simulate materials metamerism (color matching issue under different light) for textile and dye products.
- Collaborated with software engineer in python application development and tested applications.

EDUCATION

General Assembly, Software Engineering Immersive — class of 2019
University of Washington, Ph.D. in Materials Science and Engineering — class of 2013
Sichuan University, Bachelors (B.S.) in Materials Physics — class of 2008