Reg Yu

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Technologies

Languages: Java, TypeScript, SQL, Python, C#, C, HTML/CSS/JavaScript, Scheme, MATLAB

Frameworks: Spring Boot, Next.js, React, Flask, Unity

APIs & Tools: AWS(EC2, RDS, S3), Google(AdMob, OAuth2, Maps), Microsoft Graph, Twilio, GitHub Actions, Gradle, Maven, Docker, PostgreSQL, Flyway, Postman, Figma, Maya, Cloudflare

Experience

Software Engineer, Dynasty 11 Studios – Wayne, PA   Sept 2022 – Jan 2024

- Improved server security through Java Spring Security integration, enabling granular access control for over 100 RESTful endpoints
- Designed and executed SQL migration scripts using Flyway, ensuring smooth database transitions with a focus on data integrity and performance
- Designed and implemented a system for uploading application media to AWS S3, significantly improving media upload organization and efficiency
- Incorporated Google AdMob rewarded ads, boosting ad revenue by 10%
- Integrated Google OAuth2, providing users with seamless and secure login functionality

Software Developer, Sharing Excess – Philadelphia, PA   Mar 2020 – Sept 2020

- Utilized Python and the Flask web framework to develop the "Food Rescue App", resulting in substantial enhancements to food delivery coordination
- Implemented automated SMS notifications using Twilio API to remind users of upcoming food deliveries, reducing manual phone calls by 50%
- Integrated Google Maps API to coordinate and track the progress of food deliveries, significantly streamlining the delivery process
- Leveraged Bootstrap Tour to create an engaging user onboarding series, accelerating product adoption by 20%

Projects

Regu Portfolio, Web Developer   June 2024 - Aug 2024 | GitHub ↗

- Developed a responsive portfolio website using Next.js, TypeScript, and CSS Modules
- Implemented search, filter, and pagination to improve content management and user experience
- Presented portfolio contents via dynamic routing and MDX integration, ensuring scalability and adaptability of the website's structure and content

Uneven Pool, Game Developer   Jan 2022 - Mar 2022 | GitHub ↗

- Developed a 3D game that combines the fun of golf and pool using Unity
- Programmed the physics and sound effects of interactive in-game objects for realistic gameplay
- Created all 3D environment models for each level of the game using Maya

Education

Drexel University, BS in Computer Science   Sept 2019 – June 2023

Honors: *cum laude*