

# Joey Yu

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Montreal, Canada

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## SOFTWARE ENGINEER / PRODUCT MANAGER

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Versatile computer science student with a strong foundation in programming and a passion to explore new technologies. Experienced in designing and deploying scalable real-world production applications in a startup setting serving real customers. Excellent track record of soft skills including leadership, collaboration, and communication.

## EDUCATION

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**McGill University**  
Major in Software Engineering and Statistics

Montreal, Canada  
Sep 2022 – Apr 2025

## TECHNICAL SKILLS

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**Languages** : Python, TypeScript, JavaScript, Golang, Java, Rust, C, C++, Bash, OCaml, GraphQL  
**Frameworks** : FastAPI, Next.js, NestJS, Cobra CLI, TailwindCSS, gRPC, Cypress, Pytest, Docusaurus, Astro, Electron  
**Libraries** : React.js, SolidJS, React Router, React Query, Zod, Radix UI, tRPC, Material UI, React Flow, Plotly  
**Databases** : MongoDB, PostgreSQL, FaunaDB, Redis, etcd, TimescaleDB  
**Dev Tools** : Neovim, Visual Studio Code, Git, GitHub, GitLab, Docker  
**Services** : Clerk, Linear, Stripe, Figma, Sentry, AppliTools, AWS, GCP, Fathom, Vercel, Netlify, Cloudflare, Percy

## EXPERIENCE

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**Software Engineer / Product Manager**  
Flojoy ([flojoy.io](#))

Apr 2023 – Present  
Montreal, Canada

- Designed and implemented the Flojoy Cloud platform for measurement data streaming. Built with **Next.js** and **FaunaDB**. Also shipped a serverless **RESTful API** following the best practices from Stripe. Used **TailwindCSS** for styling, **Zod** for schema validation, ensuring type-safety, and **React Query** for a smooth data fetching experience.
- Improved the startup time of the Flojoy Studio **Electron** desktop app by 10x for a better developer experience.
- Managed a team of over 20+ people in a fast-paced startup environment, used **Linear** to streamline issues, sprints, and product roadmaps. Ensuring the productivity of the team and prioritizing the right task at the right time.
- Provided demos to numerous investors that lead to actual investments, contributed in regular system design meeting, organized community forums on **Discourse** and **Discord**, and provided customer supports.

**Software Engineer - Cloud Computing**  
Ciena Corporation

May 2021 – Apr 2023  
Remote Canada

- Designed and implemented a graph search algorithm in a **distributed system** to share system resource information between servers. Written in **Golang** along with **gRPC** for inter-server communication.
- Designed and implemented an internal tool to manage firewall access rules for authenticated users, built the dashboard with **React** with the backend in **NestJS**, and integrated GitLab **OAuth 2.0** for authentication.
- Built a CI pipeline with **Docker** for testing, refactored a TOSCA YAML parser for 2x the performance, and much more!

## PROJECTS

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**K8S on Budget** *Python, FastAPI, TypeScript, SolidJS, TailwindCSS, Golang, Cobra CLI, HAProxy* [Source Code](#)

- Lead a team of 3 classmates to design and implement a **Kubernetes**-like cloud management system.
- Implemented the cloud manager in **Python** with **FastAPI**, providing a **RESTful** interface for the client.
- Some notable features including the auto-scaling of **Docker** containers based on resource usage, real-time resource monitoring with **WebSocket**, load balancing with **HAProxy**, and a fully-featured CLI tool written in **Golang**.

**Radish Battle Pass** *React.js, NestJS, TailwindCSS* [Source Code](#)

- Collaborated with 3 hackers in a hackathon and designed a tier-based reward system for a food delivery startup.
- Implemented a **CRUD** system in **NestJS** and a frontend reward dashboard in **React.js** with **TailwindCSS**.
- Winner** of the Radish Challenge at McHacks 10 <https://devpost.com/software/radish-battle-pass>