Rocky Yang

Software Developer (Full Stack)

I'm a software developer with an innovative mindset. I am always looking forward to any challenge. I'm an enthusiastic teammate and always bring a positive atmosphere wherever I go. I am forward-thinking, and I love creating new ideas to showcase my skillset.



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EDUCATION

Full Stack Web Development

App Academy

03/2020 - 09/2020

Description

 Rigorous 1800-hour software development course with < 3% acceptance rate. Teaches full-stack web development: Test Driven Development, Pair Programming, Algorithms, Design Patterns, Redux, Docker, Web Sockets, Presentation Skills, Software Engineering, Software Development, Coding, and Data Structures.

Information Systems

University of Wisconsin - Eau Claire

01/2015 - 05/2018

Description

Pursued Bachelor's

Eau Claire, WI

Online

WORK EXPERIENCE

Hacker in Residence

App Academy

12/2020 - Present A Full-Stack Web Development Coding Bootcamp

Achievements/Tasks

 Conduct technical and non-technical interviews to potential students who have applied at App Academy.

Warehouse Specialist

Sensata Technologies

02/2019 - 01/2020

Oakdale, MN

Achievements/Tasks

- Utilized the company's software to invoice 40 60 orders per day and shipping them to our customers resulting in from \$30000 - \$50000 in payments.
- Implemented an organizing system by having folders for each day of the week, which resulted in shipments arriving on time and saved \$100 - \$200 daily by not having to do 1-day- or 2-day shipments.

SKILLS

JavaScript Python React.js NodeJS HTML5

CSS3 Git Express Data Structures APIs

Software Engineering Communication Skills

Design Patterns Flask SQL SQLAlchemy

PostgreSQL

PERSONAL PROJECTS

Chess (07/2020 - 07/2020)

- JavaScript, React, HTML, CSS, Express, Websockets
- Live Site | Github
- Designed an A.I. by having an A.I. function that calls the movability functions after the user has moved. Movability is calculated if the desired destination meets the condition of movability by using multiple if statements and every move is random.
- Implemented websockets to allow two users to play a match by having each player send their move to the backend and having the backend send an updated game board to both players in real time.

Pokechampions (08/2020 - 09/2020)

- JavaScript, React, HTML, CSS, Python, Flask, SQLAlchemy, PSQL, Postgres
- Live Site | Github
- Incorporated Flask and SQLAlchemy to connect my database with my front and back-end allowing the User to create their account by creating a post request to the route after submitting an account creation form.
- Deployed a merge sort algorithm to fetch all the pokemon details from an API reducing previous time complexity of O(n^2) to O(nlogn).

C.A.R.L. (06/2020 - 06/2020)

- JavaScript, React, HTML, CSS, PostgreSQL, Sequelize, Express, PUG, Test Driven Development
- Live Site | Github
- Delivered a cleaner experience for the user by applying CSS and PUG to have modals appear when the user is performing a CRUD operation by converting the display attribute of the modal element.
- Established ability to perform CRUD operations by utilizing Express and Sequelize on the backend and PUG on the frontend by connecting to the database and maintaining event handlers.

Swipefair (08/2020 - 10/2020)

- JavaScript, React, HTML, CSS, Python, Flask, SQLAlchemy, PSQL, Postgres
- Live Site | Github
- Established a message box with React by having the component make a fetch call to allow users to interact with other users.
- Ensure user ability to perform CRUD operations by implementing flask and python on the backend and Javascript on the frontend by creating backend routes and having the frontend fetch calls from the routes.