

# Simeng Yang

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## EXPERIENCE

### Microsoft | [Software Engineering Intern, Business AI](#) | Jan – Apr 2020 (Ongoing)

- Working to enhance the performance and stability of Microsoft's ML prediction pipeline for business insights

### Broadway Technology | [Software Engineering Intern](#) | May – Aug 2019

- Developed support for new class of trading instruments within Broadway's trade querying and subscription system using **C++** and **Python**
- Enhanced trade times to microsecond precision by revamping code to the latest FIX trading protocol
- Reduced code complexity by refactoring Broadway's trading platform to use generic libraries / templates
- Unblocked critical software releases for clients through fixing 10+ showstopping code and environmental bugs

### SnapTravel | [Software Engineering Intern](#) | Sept – Dec 2018

- Profited an estimated gross sales impact of \$5MUSD (GMV) in 2019 by developing a loyalty rewards **Flask** microservice for business travelers
- Enabled production launch by creating a dashboard to easily manage the lifecycle of loyalty credits in **Django**
- Saved upwards of 50 hours / week by implementing a PDF library in **Python** to autogenerate and upload invoices
- Increased booking ratings by 0.2 / 5 stars by collaborating with product teams to redesign dynamic order emails

### Novus Health | [Software Engineering Intern](#) | Jan – Apr 2018

- Decreased turnaround for publishing campaigns from hours to minutes by implementing a drag-and-drop UI for crafting medical questionnaires using **React / Redux**
- Reduced entry update times by 40% by composing and automating data import tools in **PHP** and **SQL**
- Exposed critical data for clinical requests by creating 10+ **REST APIs** to integrate with third-party services
- Improved developer productivity by implementing a text parser to autogenerate API documentation using **Laravel**

### Genesys | [Software Engineering Intern](#) | May – Aug 2017

- Served hundreds of calls daily on the voice platform by building and deploying a media control suite for audio recording and playback in **C++**
- Boosted sound quality by up to 50% by extending support for the next-generation Opus audio codec
- Cut development wait times for pushed builds by 4x by implementing a build status report system in **Python**

## EDUCATION

### Bachelor of Computer Science | [University of Waterloo](#) | Sept 2016 – Apr 2021

- Coursework on Concurrency, Data Structures & Algorithms, Artificial Intelligence; President's Scholarship (95+%)

## PROJECTS

### 3D Dogfighter 🎮 ["Most Over-the-Top" Prize Winner at Waterloo Game Jam 2017](#)

- Developed a multiplayer aerial combat game in **C#** with **Unity**
- Integrated server networking logic with matchmaking system for hosting 20+ concurrent users
- Designed combat and flight mechanics, user interface and 3D terrain for maps

### Student Management System 🎮

- Implemented a database to manage 1,000+ student records using **LAMP Stack**
- Designed robust input sanitation and validation using error handlers and regular expressions in **PHP**

## SKILLS

**Languages:** Python, Java, JavaScript (ES6), C++, C#, Go, SQL, R, Bash

**Frameworks/Tools:** React, Redux, Flask, Spark, Node.js, Laravel, Django, Android, Docker, Redis, Git