

Stephen Yu

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EDUCATION

Northeastern University | *Khoury College of Computer Sciences* | Boston, MA

Graduation Date: May 2024

Candidate for B.S. in Computer Science and Business Administration

Honors: GPA: 3.8/4.0 | Dean's List

Coursework: Web Development | Object-Oriented Design | Computer Systems | Algorithms and Data Structures | Database Design | Fundamentals of Computer Science I and II | Discrete Structures

TECHNICAL SKILLS

Languages: Java | TypeScript | JavaScript | HTML / CSS | SQL | C | Kotlin | Python

Technologies: ReactJS | Node.js | Express.js | Git | GitHub | MySQL | MongoDB | Mongoose | REST API | React Query | GraphQL | Postman | Jest | React Testing Library | JUnit | Jenkins | AWS | Figma | mabl | TestRail

EXPERIENCE

Toast, Inc. | *Software Engineer Co-op* | Boston, MA

July 2023 – Present

- 6-month Co-op – Onboarding Applications Team
- Migrating the Online Ordering product onboarding flow to a new SPA, converting to TypeScript, and upgrading to React 18 to increase activation rates and reduce churn

The Shelter Unity Corporation | *Vice President* | Middlesex County, NJ

July 2021 – October 2023

- Prepared and delivered food for about 30 children residing in the Elizabeth Coalition to House the Homeless
- Designed an informational website to communicate the non-profit organization's mission and provide resources for the public to fight against homelessness

Toast, Inc. | *Quality Assurance Co-op* | Boston, MA

July 2022 – December 2022

- Fulfilled the QA engineer position on the Ordering and Menus for Guests/Mobile Order and Pay team by handling manual testing, automated testing, test documentation, bug detection and reporting, and all other QA responsibilities to produce quality software
- Created mabl smoke tests for each configuration variation of Mobile Order and Pay to accelerate the release cadence of the product from once to several times a week and increase the confidence of releases to be bug-free
- Conducted end-to-end testing on the integration of Mastercard Click to Pay into Mobile Order and Pay to deliver a new online payment method to customers
- Implemented visual and logic changes using JavaScript and CSS in the Mobile Order and Pay codebase to improve the usability and clarity in the product's execution of starting and adding to a "tab" at a restaurant
- Participated in monthly mobile release testing for new Toast POS versions on Android hardware to provide new reliable features for restaurants

Yoan's Garden, Inc. | *Assistant Manager* | Iselin, NJ

June 2016 – September 2020

- Supervised front-of-house operations and managed customer orders to provide efficient service for roughly 200 orders daily
- Monitored and analyzed feedback on different social media portals such as Google My Business, Yelp, Uber Eats, and Facebook to assess customer satisfaction and quickly resolve customer disputes
- Handled different closing procedures, including settling credit card and cash transactions worth \$4,500 approximately and restocking inventory
- Coordinated the installment and maintenance of a POS system to support daily business operations

PROJECTS

Chomp | *React, Node.js, Express.js, MongoDB, Pair-programming*

March 2023 — April 2023

- Pair-programmed a web app that allows users to search, browse, and view detailed restaurant information while providing a platform to share opinions through favorites and reviews
- Created a dynamic front-end comprised of a home, login, profile, user search, restaurant search, and restaurant details screen utilizing ReactJS and CSS along with technologies such as Redux, Bootstrap, and other third-party packages
- Constructed a Node.js server following REST principles to fetch business data from Yelp Fusion API and to perform CRUD operations for users, favorites, and reviews in MongoDB database
- Supports three different user roles with adaptable user interfaces based on the user type

Animator | *Java, Pair-programming*

March 2022 — May 2022

- Developed a Java Swing GUI animator application utilizing the MVC and visitor design patterns
- Creates an animation by translating a text description into different transformations such as moving, scaling, and color-changing 2D shapes at specified time intervals in the window
- Implemented four view types: an interactive view with handlers for speed, looping, and shape fill functionalities, a visual playing of the animation, a textual description of the animation, and another textual view compliant with the SVG file format
- Supports three playing modes: continuous, frame-by-frame, and slow motion

ADDITIONAL INFORMATION

Languages: Fluent in English and Mandarin

Interests: Bodybuilding | Basketball | Food Enthusiast | Solving Riddles | Marvel Fanatic | K-Pop Stan