

# Ivan Yeung

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## SKILLS

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- Proficiencies: Javascript/TypeScript (Next.js/SSR, Node.js/Express, Redux), Python (PyTorch, TensorFlow, Pygame), HTML/CSS/SCSS/Chakra UI/Material UI, C++, Java, Bash/Shell
- Tools/Misc: Firebase, Stripe, Algolia, Agora, ChakraJS, Keras, Cohere, Git, MongoDB, Mongoose, Heroku

## RELEVANT EXPERIENCE, PROJECTS & PROFESSIONAL DEVELOPMENT

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### Creator - DreamMate

*Independent, CA | Dec 2022 - Present*

- Engineered a social networking platform for creators with features like real-time posts, user profiles, direct messaging, and personalized content feeds using Next.js, Firebase, Node.js, Stripe, and Algolia.
- Deployed serverless functions on Firebase to handle back-end logic and integrated Stripe for payment processing.

### Creator - Prodicity

*Independent, CA | Aug 2022 - Nov 2022*

- Designed and built a live-streaming platform with real-time chat, user voting, event posts, and content discoverability using Next.js, Firebase, Node.js, Agora, and Chart.js.
- Optimized back-end for high concurrency and low latency, achieving smooth user experience during peak usage.
- Developed an efficient event-driven architecture using Firebase Cloud Functions for real-time updates and user notifications.

### Cal Hacks - Mindful AI

*San Francisco, CA | Sep 2022*

- Collaborate with a team of 4 on an AI-powered service to detect microaggressions in messages and texts, using Cohere's NLP models, Python, and Keras for model training and integration.
- Developed a responsive front-end with Next.js and implemented real-time feedback for users based on AI suggestions.
- Fine-tuned model performance with hyperparameter optimization and custom training data sets for improving accuracy.

### USACO Silver Division

*Independent, CA Mar 2023*

- Attended my first USACO contest and successfully achieved Silver Division demonstrated strong-problem-solving and programming skills in C++ and Python3.
- Utilized advanced algorithms including breadth-first search, depth-first search, Dijkstra's algorithm, prefix tree, and data structures to efficiently solve complex computational problems under time constraints.

### Creator - Snake AI

*Independent, CA Apr 2022*

- Developed an autonomous agent for the game Snake using a DNN and genetic algorithm for reinforcement learning.
- Implemented advanced techniques such as simulated binary crossover, single-point binary crossover, a specialized fitness function, and gaussian mutation for optimizing the evolution of the neural network.
- Utilized Python, PyTorch, and Pygame for AI model training, game simulation, and performance evaluation.

### Co-Founder - HexaHacks

*Cupertino, CA Nov 2019 - Mar 2020*

- Co-founded and organized a Cupertino-based hackathon for high school students, promoting innovation, collaboration, and programming skills.
- Successfully raised \$2,000 in funds and hosted a virtual hackathon, attracting numerous students and creating a supportive, educational environment.
- Utilized HTML5, CSS, and JavaScript to develop a user-friendly event website.

## EDUCATION

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### De Anza College - Dean's List

*Cupertino, CA June 2020 - June 2023*

Computer Science for Transfers, GPA 3.91

- Relevant Coursework: Data Structures, Advance C++, Multivariable Calculus, Linear Algebra, Physics 1-3, Discrete Mathematics, Differential Equations, Probability

## CERTIFICATIONS

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- DeepLearning.AI - Deep Learning Specialization (Coursera)

## ADDITIONAL

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- Hackathons: TreeHacks (Stanford University), CalHacks (UC Berkeley)
- International: Fluent in English (native) and Chinese (C2 European reference), developing Russian understanding (A1 European reference).