TONY S. YU

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SUMMARY

Goal-oriented, proactive full stack software engineer with a background in financial reporting and data analysis seeking early career developer position. Experience building user focused tools, managing software system, and improving efficiency. Along with empathy, I bring a unique perspective from my prior experiences to engineering team in building innovative and intuitive applications/solutions. My goal is to provide users with positive experiences that make their lives easier.

SKILLS

Technical Skills – JavaScript (ES6), Node.js, Express, React, Redux, HTML/CSS, JQuery, RESTful APIs, Python, Django, SQL, MongoDB, Mongoose, Go/golang

Soft Skills – Empathy, problem solving, cross-functional collaboration and management, effective verbal & written communication

Other Knowledge - Banking products, finance, direct mail, credit card payment, data analytic

PROJECTS

- **Plum & Pear Store and API** - Developed MERN e-commerce site with login auth that served both the shop owners and customers. Created Node server API, designed data structure, constructed frontend with React and React router for site navigation. Built user specific shopping cart, ability to "like" the merchandise, and payment functionality.
  React, Express, MongoDB, Mongoose, Node server API, payment API

- **Cello shop inventory management app** - Built an inventory management app. Developed RESTful back-end API using Express router and middleware, designed data model using MongoDB. Constructed summary page using EJS temple and embedded Google chart API.
  Express, Node.js, MongoDB, Mongoose, EJS, Bootstrap, Google chart API

- **"Wayfayer" travel blog site** - Created a responsive blog site using Django framework. Built signup and login modal, universal modal close button, add blog, limiting blog text display, automated welcome email.
  Python, Django, DTL, PostgreSQL, Bootstrap

- **Responsive online game** - Created a fast-pace game inspired by 90's Tamagotchi game. Constructed responsive web page with HTML/CSS and plugin. Developed game algorithms using JavaScript.
  JavaScript, jQuery, HTML, CSS

- **Skin-care review site** - Built a product review site in 24 hours by collaborating with UX designers. Created product show page html/EJS template. Designed RESTful API with Express, Node.js, MongoDB

- **Plum & Pear tech career path site** (personal project, May 2020) - Created a site that used plain vanilla JS to create a responsive carousel with cards of various widths.
  JavaScript, HTML, CSS

- **Personal Spotify music list update** (personal project, Apr 2020) - Created web app algorithms using React to pull & update playlist via Spotify API.
  React, JavaScript, Spotify API

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EXPERIENCE

Odyssey Commerce, San Francisco, CA   Nov 2020 – present

Software Engineer

- Building e-commerce/marketplace site for both consumers and business owners.
- Developed reusable API call wrapper component; created server-side API RESTful endpoints and database handlers.
- Frontend: React, JavaScript, HTML/CSS; Backend: Go (golang), PostgreSQL, python.

General Assembly Immersive Program, San Francisco, CA   Jun 2020 – Sep 2020

Full Stack Software Engineer

- Developed and designed applications using programming best practice, technical knowledge (JavaScript, React, Redux, Python, Node.js, MongoDB, SQL, etc.), and optimizing code.
- Leveraged project management and leadership skills along with Agile Development principles to ensure applications are completed on time and met the requirements.
- Completed over 600 hours of programming, projects, and expert-led instruction; gained a working knowledge of software development technologies.

Silicon Valley Bank, Santa Clara, CA   2015 – 2020

Analysis and Insights Leader

- Built an action driven, user focused reporting tool by working closely with users and collaborating with software developers.
- Responsible for reporting analyses of clients' funds including tracking pre-IPO and IPO of technology and life-science industries, product trend, performance, and funding impact
- Slashed processing time in half (3 weeks to 1.5 weeks) by reengineering process flow and practicing Agile Development principles.

Modeling Software System Leader   2009 – 2015

- Implemented planning software application; engaged development and data teams to ensure timely implementation; reduced IT support response time.
- Directed modeling software development testing plan to ensure timely completion; developed testing that included optimizing code, functionality, and database.
- Developed and improved dashboards effectiveness by collaborating with users, software developers, and product owners.
- Effectively communicated technical results to various levels of management.

EDUCATION

Full Stack Software Engineer Certificate, General Assembly Immersive, 2020
B.S. Nuclear Engineering , University of California, Berkeley
M.S. (coursework complete) Nuclear Engineering, University of California, Berkeley