Eric Yang

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WORK EXPERIENCE

Goodnotes   Hong Kong
Full Stack Developer   July 2025-Present
- Integrate the Stripe payment gateway into Goodnotes' backend infrastructure through REST APIs, saving the company upwards of 5% on transactions.
- Utilized NestJS and Payload CMS to build scalable subscription and payment management systems, storing user and transaction data.
- Tested code using NestJS automated testing, webstorm, and Stripe's timeline tool to ensure consistent code even during server outages.
- Constructed a react typescript frontend where users can both pay for and manage purchases.
- Write and present RFC proposals, informing key stakeholders.

Stateable   Ithaca, NY
Product Development Intern   January 2025-May 2025
- Build, deploy, and maintain secure, scalable REST APIs using AWS, as well as integrate APIs with AWS services like Lambda for serverless architectures.
- Perform Extract, Transform, Load (ETL) tasks using Python, Jupyter Notebooks, and advanced tools.

University of Minnesota Hormel Institute   Austin MN
Software Intern   June 2023-August 2023
- Programmed a Developer Operations workflow for pushing updates using Jenkins and Puppet.
- Learned to work with Linux UI and Rocky Linux shell, building custom docker containers for testing network updates.

EDUCATION

Cornell University   Ithaca NY
Bachelor of Arts in Mathematics, Minor in Computer Science and Game Development   2021-2025
Coursework
- Object Oriented Programming, Intro to Machine Learning, Data Structures and Functional Programming, Algorithm Analysis, Game Development, Linear Algebra, Computer Graphics, Matrix Groups

SPECIALIZED SKILLS

Programming Languages and Skills
- Java, Python, pyTorch, SQL, NumPy, C#, oCaml, MatLab, Data Science, Linux, LibGDX, C++, REST APIs, ETL

PROJECTS

Sweet Sweet Betrayal   Ithaca NY
Cornell University   February 2025-June 2025
- Developed the game *Sweet Sweet Betrayal,* a multiplayer mobile game for android and apple coded in C++.
- Worked on user interface for player controls and haptics, taking into account user feedback.
- Coded 5+ networked game objects, ensuring consistent client side and host game states.
- Made improvements for Cornell's proprietary game engine, making extensive use of call stack debugging.
- Organized a strategy for informing stakeholders, writing weekly stakeholder reports and practicing Scrum agile development.

Trading Card Database   Rochester MN
Independent Project   May 2024
- Created a SQL database of trading cards for the game *Magic: The Gathering,* featuring all 27,000+ cards.
- Created a tool where users can optimize their decks through a numpy powered hypergeometric calculator.

Mayo Clinic Cancer Metastasis Detection Project   Mayo Clinic
Volunteer Researcher   July 2024-September 2024
- Developed tools to determine cancer types from cancer mutation data and patient records.
- Utilized Sklearn and numpy on patient data, classifying and processing medical data.

Neural Networks   Ithaca NY
Cornell University   December 2023
- Constructed a neural network in Pytorch that could visually classify characters with 96.2% accuracy.