Jason Yan

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EDUCATION

CARNEGIE MELLON UNIVERSITY
BS in Electrical and Computer Engineering
May 2016 | Pittsburgh, PA

CERTIFICATIONS

COURSERA
Bootstrap 4
Angular

COURSEWORK

SOFTWARE
Web Application Development
Software Construction
Software Engineering
Computer Systems
Functional Programming

HARDWARE
Embedded Systems Design
Embedded Real-Time Systems

TECH STACK

FRONT
Javascript
React
Django
jQuery
HTML5
CSS

BACK
Java
Python
Hadoop
Hive
Oozie
Sqoop
C

VCS
Git

EXPERIENCE

BNY MELLON | Software Developer
Feb 2017 - Present | New York, NY
- Reduced the time taken to run monthly Hadoop jobs by 50% after consolidating common components and optimizing Oozie workflows
- Designed and implemented an extensible program that accepts a variety of selection criteria and generates ad hoc datasets
- Built a monitoring system in Bash, Hive, and Oozie that is used on a daily basis to validate database health
- Created a tool in Bash to adjust inconsistencies in account deposit information without loss of data integrity

NYSNETECH | Software Engineering Intern
May 2015 - Aug 2015 | Shanghai, China
- Worked on front-end development tasks and gained experience with Javascript frameworks such as React and Bootstrap
- Developed and deployed a chat client built in React that facilitated interaction between users and retail agents
- Implemented a conversation history feature by using WebSockets to keep track of recent messages

CHEMCOLLECTIVE | Researcher
June 2014 – Aug 2014 | Pittsburgh, PA
- Tasked with developing and maintaining the Virtual Laboratory website
- Fixed PHP code to correctly manage session data and log student progress and grades on class assignments
- Built a homepage for teachers to use to manage classes, students, and assignments

PROJECTS

DOMINION
- Designed and implemented a deck-building card game so as to become more familiar with Javascript, React, and modern web technologies
- Put together front-end components with React and back-end components with Node and Express
- Used Socket.IO to send player actions and events between client and server in realtime
- Resolved player actions and reactions with an event tree system
- Players can connect and play games with other players and reconnect in the event of a disconnect

GRUMBLR
- Developed, tested, and deployed a nanoblogging website using the Django web framework
- Delivered feed content to users in quasi-realtime by way of Ajax calls
- Implemented several features including user authentication, email verification, photo upload, and user follow