

EDUCATION

CARNEGIE MELLON UNIVERSITY

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

STUYVESANT HIGH SCHOOL

June 2012 | New York, NY

SOCIALS

Github:// yanxyans LinkedIn:// jasonyangogh

CERTIFICATIONS

COURSERA

Front-End JavaScript: Angular Front-End Web UI: Bootstrap 4

SKILLS

PROGRAMMING

Java Shell Python

PySpark

JavaScript

TOOLS

Git

Hive

Hadoop

Sqoop

Oozie

EXPERIENCE

BNY MELLON | Software Engineer

Mar 2018 - Present | New York, NY

- Converted output generation Oozie workflow to shell scripts, helping solve a dependency issue
- Integrated R modeling program with ODM ETL process, reducing monthly execution time from 10 hours to 2 hours

BNY MELLON | Software Engineer

Feb 2017 - Mar 2018 | Pittsburgh, PA

- Added Oozie workflow to send daily monitor reports, reducing time needed to resolve production failures from 6 hours to 3 hours
- Parameterized customer balance output generation, adding ad hoc reporting capabilities
- Extended core program to load and process EMEA deposits and transactions

NYSNETECH | Software Engineering Intern

May 2015 - Aug 2015 | Shanghai, China

- Learned React to develop a basic chat client with messaging capabilities
- Implemented a conversation history feature using WebSocket API

CHEMCOLLECTIVE | Researcher

June 2014 - Aug 2014 | Pittsburgh, PA

- Fixed PHP session bug allowing students to save progress on class assignments
- Implemented admin page for teachers to manage students and classes

PROJECTS

DOMINION

- Coded an online implementation of a multiplayer card game to learn React and Express
- Game data and logic is processed and validated server-side using JavaScript
- Communicated game state to clients in real-time using Socket.IO, rendered game components using Material-UI
- Processed player actions and triggered reactions using a tree-based event resolution system

GRUMBLR

- Django implementation of a social networking site complete with news feeds and customizable user profiles
- Asynchronously delivered feed content using Ajax calls