

Jason Yan

fssyan@gmail.com | 917.566.4818 | U.S. Citizen

EDUCATION

CARNEGIE MELLON UNIVERSITY

BS IN ELECTRICAL AND
COMPUTER ENGINEERING
May 2016 | Pittsburgh, PA

CERTIFICATIONS

Coursera Bootstrap 4 Cert
Coursera Angular Cert

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

VERSION CONTROL

Git

EXPERIENCE

BNY MELLON | LEAD DEVELOPER

Feb 2017 - Present | Pittsburgh, PA

- Built a monitoring system that is used on a daily basis to validate database health.
- Extended Hadoop application to load and process transactions from EMEA accounts.
- Created shell script that generates ad hoc, customizable customer reports.

NYSNETECH | SOFTWARE ENGINEERING INTERN

May 2015 - Aug 2015 | Shanghai, China

- Worked as primary front-end engineer, utilizing tools such as React.js and Bootstrap.
- Developed chat client to facilitate interactions between users and retail agents.
- Built on existing WebSocket API to create conversation history feature.

CHEMCOLLECTIVE | RESEARCH

June 2014 - Aug 2014 | Pittsburgh, PA

- Worked on Virtual Laboratory team as lead web developer.
- Fixed PHP based authentication system to keep track of student progress on assignments.
- Created teacher homepage complete with detailed class and student information.

PROJECTS

DOMINION

- Built real-time multi-player card game with Socket.IO and JavaScript.
- Uses a tree based event system to resolve player actions and reactions.
- Complete with Web UI written in React.js and utilizing Material-UI.

GRUMBLR

- Created an interactive nanoblogging site based in Django and Python.
- Utilizes jQuery and AJAX to deliver feed content to users, providing quasi-real-time updates of media content.
- Features user authentication, email verification, and follows.
- Gained experience working with Agile software development.

SCRABBLE WITH STUFF

- Built single-player board game featuring interactive tiles.
- Core application implemented using MVC design pattern.
- Designed GUI using Swing components.