Jason Yan

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EDUCATION

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

LOCATION

CURRENT
611 William Penn Place
Pittsburgh, PA 15219

PERMANENT
21-47 Utopia Parkway
Whitestone, NY 11357

CERTIFICATIONS

Front-End Web UI: Bootstrap 4

COURSEWORK

Web Application Development
Principles of Software Construction
Embedded System Design
Embedded Real-Time Systems
Intro to Software Engineering
Intro to Functional Programming

TECH STACK

FRONT-END
React.js | Django
JavaScript | jQuery
AJAX | Bootstrap
HTML | CSS

BACK-END
Java | Python
C | SQL
Unix | Shell
Git | Assembly

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 faciliate 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.