Yining Wang

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personal website | yiningwoof | yining-wang

SOFTWARE ENGINEER

I'm a fast-learner and eager to learn technology in full-stack software development. I'm specializing in creating maintainable and highly scalable front-end code as an organizing-enthusiast. With much appreciation in art, I'm always pursuing a delightful and friendly presentation for users with compassion always in mind.

TECHNICAL SKILLS

JavaScript (React, Redux, Node), **TypeScript**, **C#** (.NET Core, .NET Framework), Ruby on Rails, Python (Pandas, Numpy), **Cloud Services** (Amazon EC2, S3, ECS, Lambda), **Docker**, SQL, CSS, PowerBI, Git

PROFESSIONAL EXPERIENCE

Associate Software Engineer, **Bonterra** (formerly Social Solutions), Austin, TX   05/2020 - Present
- Developed microservice designed to serve multiple existing products
- Incorporated calendar and scheduling feature utilizing external service provider
- Designed scalable UI components using React / Context API / Storybook / GraphQL
- Created middleware and API endpoints to serve multiple APIs in existing products

Data Analyst Intern, **EDGE10**, Austin, TX   05/2019 - 06/2019
- Data scraping & retrieving from EDGE10 API using Postman and SQL
- Data validation and visualization in Power BI to inform decision making in sports sciences

TECHNICAL PROJECTS

Personal Website React-repo | Rails-repo
A showcase of my previous projects, some photos I took, and my footprints around the world.

Discore - React-repo | Rails-repo | Demo
Designed for disc golf players to track hole locations and game scores for up to 10 players. Users will never get lost in the woods again. All completed games will get a rank on the leaderboard.
- Utilized Rails sessions to store encrypted user information in cookies
- Implemented Redux to store states for accessibility by all components and make actions reusable
- Used Google Maps API for displaying geospatial information

Penguin Flipper - Repo | Demo
A card-matching game featuring 18 different kinds of penguins around the world. Player scores are based on factors such as total number of matches, time left, and total number of clicks.
- Utilized Rails controllers and APIs to render data from database
- Used Vanilla JavaScript and asynchronous / await functionalities for DOM manipulation
- Implemented Rails active storage and Google Cloud Services for multiple images as attachments

Illuminight - React-repo | Rails-repo | Demo
A puzzle game with a simple goal of illuminating all 25 tiles in a 5 x 5 grid. On each click on a tile, the tile, with its orthogonally adjacent ones, turns on or off.
- Utilized React hooks for communicating and updating states between components
- Implemented user authentication using Bcrypt

EDUCATION

Flatiron School   10/2019 - 02/2020
Full Stack Web Development, Ruby on Rails and JavaScript program
The University of Texas at Austin, Austin, TX   09/2017 - 05/2019
Master of Science in Geological Sciences
University of Toronto, Toronto, ON   09/2013 - 06/2017
Bachelor of Science in Geography / Geosciences / GIS