

YUNG CAI

Software Engineer

917-459-2511 yungcai09@gmail.com [Portfolio](#) [Linkedin](#) [Github](#) New York, NY

SKILLS: JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Test-driven development, Object-oriented programming,

PROJECTS:

Somashare *MongoDB, Express.js, React/Redux, Node.js*

[live](#) | [github](#)

A MERN-stack social media application allowing users to share, discuss, and discover external educational resources

- Led backend development with a team of 4, and collaborated with frontend through use of Axios to create rich features such as search by keyword or category and enhanced user profiles
- Handled user authentication with Express and BCrypt to handle the routing and requests from the front end and response from the server and database, allowing for streamlined foundation for building out the whole application
- Implemented React Select library to allow search by topics via keyword or select via dropdown, creating a smooth user rich browsing experience

VacationsAway *Ruby on Rails, ReactJS, Redux, PostgreSQL, Heroku, HTML/CSS*

[live](#) | [github](#)

A functional full-stack clone of Airbnb where users can book listings and write reviews of their favorite stays

- Utilized Google Maps API to filter location based on listings and user interactions with the map, creating a seamless, dynamic, user experience
- Saved images on AWS S3 and used Rails ActiveStorage to associate them with stays in the database, allowing for scalable removable storage
- Managed scheduling reservations through custom transactional database operations using Active Record and PostgreSQL, allowing for a smooth and lightweight booking experience
- Implemented CRUD functionality through RESTful routes to allow users to read, create, edit, and delete reviews for listings they've stayed

IcePuck *Javascript, HTML5 Canvas, SCSS*

[live](#) | [github](#)

A Javascript browser game built with HTML Canvas that mimics an arcade style air hockey table

- Incorporated HTML5 Canvas and pythagorean theorem to create sphere on sphere/sphere on rectangle collision detection, to simulate an air hockey environment
- Used SCSS/Javascript animations to design board, shapes, and create movement in a 2D fashion, leading to realistic arcade-style gameplay
- Carried out AI computer actions through functions that control the rink border, enabling the computer-controlled opponent to automatically hit the puck

EDUCATION:

AppAcademy - 1000-hour immersive full-stack web development intensive with <3% acceptance rate

2021

StonyBrook University - BS Biology

2009 - 2013

EXPERIENCE:

Driver

Lyft

Dec 2016 - Mar 2021

- Work with Microsoft QuickBooks to track mileage use, gas, maintenance, and tolls
- Used smartphones to transport passengers to and from their desired destinations, ensuring great customer experience

Cook

Speedy Romeo

Aug 2017 - Mar 2020

- Set up workstations and ingredients so that food can be prepared according to recipes
- Measure ingredients and seasonings to be used in cooking

Pharmacy Technician

VitaHealth Pharmacy

- Organize medications for pharmacist to dispense and assembled pharmaceutical therapies contributing to customer retention

