

Zachary Lee Yi-Hong

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EDUCATION

University at Buffalo, The State University of New York

Aug 2021-May 2023

Bachelor of Science, Computer Science

CGPA: 3.689 / 4.0

Coursework: Software Engineering Concepts, Operating Systems, Modern Algorithms, Computer Security, Data Science

EXPERIENCE

Software Engineer Intern, Spawwn

Aug 2022-Present

- Collaborated closely with the CEO to establish more than 80% (18+ components) of the Backend architecture, concentrating on scalability and maintainability.
- Led development of an automated test tool, using JS testing frameworks and Python scripting, cutting testing time by 50%.
- Supervised integration of 20 approved API endpoints with Frontend team and troubleshooted blockers by developers.
- Coded more than 50% Backend code and facilitated 50+ code reviews. Transitioned to Full Stack in 2 weeks and coded 10+ Frontend features using Next.JS and Typescript.
- Played a key role in spearheading company to Alpha release stages in 4 months; highly recognized for impact and effort.

Algorithms and Complexity Teaching Assistant, CSE Department, University at Buffalo

Aug 2022-Present

- Conducted office hours and grading for a Junior year Algorithms and Complexity analysis course. UB's CSE331.
- Coached students in understanding abstract algorithmic concepts and honed technical communication.

Open-Source club Contributor, Make-Open-Source

Aug 2022-Mar 2023

- Coordinated 5 new features and addressed issues at UB's open-source club's Python Classic-RPG style game engine.
- Introduced 3 new core features such as Potions and Money, and classes such as Health and Speed.

PROJECT

Full Stack Software Engineer, NoSequelDB [NextJS, Go, Docker]

Mar 2023-Ongoing

- Replicating a NoSQL Document DB similar to MongoDB, with 10+ DB APIs usable in Go.
- Consists of a client API library, database backend, and a Full Stack web interface for visual accessibility.

Full Stack Software Engineer, Next Portfolio Template [TypeScript, NextJS, TailwindCSS, DaisyUI]

Mar 2023-Apr 2023

- Constructed a portfolio template with 6 features, parsing a custom JSON file into a responsive UI website; achieving an average TTI score of 2540 milliseconds.
- Integrated ease of scalability of content, through effective use of efficient pagination and high decoupling.

Full Stack Software Engineer, Web Hosted Password Manager [Go, MongoDB, Railway]

Dec 2022-Mar 2023

- Conceptualized and implemented a full-stack password manager in 2 weeks, focusing on security and ease of maintenance while leveraging industry standard protocols such as AES and RSA to safely communicate transactions.
- Open-sourced this project and wrote 2 detailed technical documents, reducing ramp-up time by 40%.

Python Software Engineer, File System Visualizer [Python3, p5pi, OOP]

Nov 2022

- Engineered an intuitive file system visualizer that presents system directories as an interactive graph utilizing advanced traversal algorithms and optimized data structures; cross tested on 3 operating systems.
- Designed a modular architecture based on best OOP practices, resulting in 40% faster development time.

Backend Software Engineer, Project Fines [NodeJS, Express.JS, MongoDB]

Jun 2022-Sep 2022

- Led a team of 2 in development of a traffic infringement fining system.
- Conceived, architected, and developed 100% of the Backend, prioritizing a robust database and codebase design; focusing on code modularization, readability, and maintainability; cutting development time by 20%.

Pintos [C]

Jan 2022-May 2022

- Monitored a team of 3 to build the Pintos Operating System, achieving full scores on 120+ (all) test cases.
- Orchestrated stand-up meetings, code reviews, and pair programming sessions; decreased code review time by 30%.

SKILLS

Languages: Golang, Python, JavaScript, TypeScript, C

Tools/Technologies: GitHub, Vercel, Linux OS, MongoDB, Debuggers, Hadoop, Jira, ElasticSearch, p5, Docker, Next.JS, NodeJS, SQL, ElectronJS, OOP, ReactJS, TailwindCSS, DaisyUI, Jupyter, SCRUM, ZenHub, JSON