

ZHENG (River) Yang

SOFTWARE ENGINEER · DATA ANALYST

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"Make the change that you want to see in the world."

Education

MEMORIAL UNIVERSITY of NEWFOUNDLAND

M.A.Sc. IN COMPUTER ENGINEERING

May. 2014 - May. 2016

- Programming in C++, Java, Python, OpenCV, Spring Boot, Spring Cloud, SQL, MATLAB, Mathematica, Bash, Shell, Linux, Oracle, NoSQL, Scrum Development, Distributed System, Architecture, PCL.
- Graduated in Master of Computer Engineering. The main focus of my research was Point Cloud-based Human Skeleton Tracking for the medical equipments.

WUHAN UNIVERSITY

B.S. IN COMPUTER SCIENCE

Mar. 2010 - PRESENT

- Honor Degree, Outstanding Graduates
- Excellent Rank 5%

Experience

Johnson Insurance, RSA

St. John's, Newfoundland

SOFTWARE ENGINEER & DATA ANALYST

Jul. 2016 - Present

- Java Software Developer & Data Analyst working in an Agile Team (Scrum) on projects of Finance and Insurance management.
- Projects with AngularJS, React, Redux, JSF, Spring MVC, Spring Secure, Websphere EJB/MQ, Java/J2EE/Javascript, Hibernate, JPA.
- Implements Cloud and Continuous Integration based on AWS, CGI, Jenkins (Git)

Loki Pro Inc. (Start-up)

St. John's, Newfoundland

CO-FOUNDER & TECHNICAL LEAD

Jun. 2017 - Present

- Technical Lead, Team Leader, Scrum Master in Agile Web Development
- Provide Web Applications based on MERN(MongoDB/NoSQL, Express, React-Redux, Node) or MEAN stack.
- Native IOS and/or Android App with React Native + Google Firebase
- Provide Continuous Integration (CI) solutions based on Jenkins Blue Ocean and Travis CI.

Huawei Technologies - WLAN team (Chinese Biggest Telecom Company)

WUHAN, CHINA

JAVA DEVELOPMENT ENGINEER (INTERN)

Apr. 2013 - Nov. 2013

- Utilized JavaScript, CSS3 and HTML5 for creating the presentation layer.
- Implemented privilege control to give different permissions to users with different roles, based on OAuth Bearer, Jersey Filter, and designed the supportive data structure.
- Designed and developed Restful web services using SpringBoot, SpringMVC, MongoDB.
- Obtained Grade A (Excellent) in Co-op Assessments

Presentation

13th NECEC(IEEE NL section) (Computer Engineering Conference)

St. John's, NL

PRESENTER FOR <3D POINT CLOUD BASED HUMAN SKELETON IDENTIFICATION>

Nov. 2015

- This paper presents a new perspective-independent tracking algorithm based on 3D point cloud data built from depth images. This unsupervised 3D point cloud approach allows the tracking of humans and the automated identification of human skeletons from the point cloud data.
- The algorithm segments humans from the scene without initialization which allows true perspective-independent person monitoring and skeleton tracking.

Writing

Simplest Microservices System with Spring-Cloud Tutorial in 2018, 8 Chapters

Medium Story

FOUNDER & AUTHOR

Dec. 2017 - in progress

- Nice and clear instructions for developers to gradually get familiar with the Cloud computing and distributed system

React + Redux tutorial: Full stack Web/Native App integrated with Google Firebase

Medium Story

AUTHOR

Jan. 2018

- Technical Tutorial for Full-Stack and Front-end developers to ramp up the cutting edge of front-end techs

Programming

Proficient	Java, Node, Python, JS, Prolog, Perl, Linux, Docker, Cloud Foundry, AWS, Kubernetes, Google Cloud,
Adapt in	iOS SDK, Data presentation, Middleware and integration software, UI/UX, Web architecture,
Full-stack	Single-page apps in MEAN/MERN (MongoDB/NoSQL, Express, Angular/React, NodeJS),
Server	JBoss, WebSphere, Oracle9i App Server, Tomcat, NGINX, Apache,
CI	Git Flow, JIRA, Bitbucket, Jenkins, Matrix,
Computer Vision	PCL, OpenCV, OpenGL,
Graphics	GPGPU concurrent programming based on CUDA,