ZHENG (River) **Yang**

SOFTWARE ENGINEER · DATA ANALYST

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

Education

M.ASc. in Computer Engineering

MEMORIAL UNIVERSITY OF NEWFOUNDLAND *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.

B.S. in Software Engineering

WUHAN UNIVERSITY *Mar. 2010 - PRESENT*

- Hornor 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, Jersy 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

Simple 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 EE, Docker, Spring-Cloud, Linux, React & Redux, React Native, Python, NodeJS**,
Full-stack	**React + Redux + GraphQL, Single-page apps in MERN (MongoDB/NoSQL, Express, React, NodeJS)**,
Backend/Cloud	**REST-API,Web Services, Spring Boot, Spring Cloud, Docker, Microservices, Token-based auth(OAuth2)**,
Server	**JBoss EAP, Web-Sphere, Tomcat, Nginx, Apache**,
CI	**Git Flow, JIRA, BitBucket, Jenkins, Tortoise SVN**,
Adapt in	**Data Analyst, DB Middleware, UI/UX, Scrum Agile**,
Computer Vision	**PCL, OpenCV, OpenGL**,
Research Interest	**Ethereum Blockchain, Microservices**,