# ELVIS YUAN

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Portfolio          LinkedIn          Github

## EXPERIENCE:

**Teacup Software**

*Software Engineer*                                                                                          Jan 2020 - Present

- Design and implement systems for managing elements within Adobe InDesign DOM to produce client-need functionality.
- Facilitated the communication between the React web app and Adobe InDesign DOM using thoughtful, object-oriented programming to maintain a clean code base.
- Utilized Hooks and Redux to manage state across the React application, seamlessly delivering the appropriate information from an SAP backend.
- Observed TDD principles and constructed comprehensive unit tests for all custom scripts utilizing Jasmine's testing framework.
- Create

**Howl For Change**

*Full Stack Developer*                                                                                      Aug 2019 - Sept 2019

- Built out frontend architecture to complement existing back-end using React.js, Redux.js from the ground up.
- Implemented responsive web design using CSS media queries based on screen/viewport width to accommodate optimum UX on any device.

## PROJECTS:

Disco-RD  **Ruby on Rails, React / Redux, PostgreSQL**                                                    github
*Full stack, pixel perfect clone of the popular chatting application Discord.*

- Incorporated websockets using Action Cables,  which allows for real-time text chat and channel creation updates. Websocket connection on the server allows users to create and delete channels while updating other connected users in real-time.
- Utilized WebRTC in combination with websockets to create a video chat experience for two users with a P2P STUN server.

Janky Earth Defense  **JavaScript, HTML5, Canvas, Webpack**                                        live | github
*A game which tests your reflexes and hand/mouse accuracy. Defend the Earth by drawing lines to defend against meteors.*

- Engineered a challenging game experience using Object Oriented Programming to manage the game state and custom collision detection algorithms.
- Created a particle system for collisions, which generates a random number of particles at the starting point of the collision and keeps track of color, direction, and size.

PottyTime **Google Maps, Geolocation and Places API**                                                     github
*A bathroom locator web app that recommends restrooms open to the public that are nearest to users.*

- Implemented a system for bathroom CRUD which allows users to submit existing locations using Google Maps and Google Geolocation API.
- Introduced sorting feature to list bathrooms based on calculated distance from geographic center of a given search location to provide a more convenient user experience.

## EDUCATION:

AppAcademy - 2019 - 1000hr intensive software engineering course with less than a 3% acceptance rate
Baruch College - *BBA Finance, 2013-2017*

## SKILLS:

**Languages:** JavaScript, TypeScript, Extendscript, Ruby
**Technologies & Frameworks:**  ReactJS, Rails, Express.js, Node.js, Git
**Tools:** Websockets, Jasmine, Webpack
**Database:** MongoDB, PostgreSQL
**APIs:** Google Maps, Geolocation API