

Michael Yang

Brooklyn, NY | (347) 497-0639

ledongyang@gmail.com | github.com/ledongyang | linkedin.com/in/michaelyangldy/

TECHNICAL SKILLS

Proficient: JavaScript / ES6, NodeJS / ExpressJS, ReactJS, Algorithm implementation, Design Patterns, Object-oriented programming, Automated Testing, CSS3, and Git.

Knowledgeable: Python, PostgreSQL, Sequelize (ORM).

PROJECTS

War Game ♦ Programmer

March 2018

A multiplayer 'Command and Conquer' style Real-Time-Strategy browser game.

- Built with HTML5, pure JavaScript, and websocket.
- Applied various practical JavaScript design and architectural patterns such as prototypal inheritance, factory, command, and etc. for the best practice.
- Implemented various algorithms commonly used in RTS genre games such as path finding and steering.

React Components ♦ Programmer

March 2018

An open source React UI Component library built on top of Ulkit CSS framework.

- Built with ReactJS, JavaScript, and NodeJS.
- Designed with atomic design principles in mind.
- Dynamically generating documentation keeping sync with actual UI components.

Geo-Assassin ♦ Programmer

October 2017

A multiplayer web app simulates live-action game Assassin.

- Built with ReactJS, Redux, and Firebase.
- Developed in a team of four developers utilizing github for agile methodology.
- Developed a custom UI integrated Google map API for real-time locations rendering.

WORK EXPERIENCE

Teach Assistant in Calculus II course ♦ University at Buffalo ♦ September 2014 – January 2015

- Assisted professor grading student's homework and exams.
- Held review sessions and office hours to answer students' questions and review course materials in a weekly basis.
- Tutored all students, was able to raise average class grade to B.

EDUCATION

- **Fullstack Academy** – New York, NY – Fullstack Immersive Program October 2017
- **SUNY University at Buffalo** – Buffalo, NY - BS, Computer Engineering June 2016