

Peter Yang

New Grad Software Engineer

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Education

University of Southern California January 2017 – May 2020
Computer Science / Business Administration, B.S. *Viterbi School of Engineering, Marshall School of Business*

Experience

Microsoft (One Engineering System) Redmond, WA May 2019 – August 2019
Software Engineer Intern *React + Redux + TypeScript, C#*

- Created UI to allow teams such as OXO and Bing to apply pull request policies across services
- Managed global application state while ensuring related asynchronous tasks do not block one another
- Built custom tree UI element with performant search and filter capability for all of Microsoft's services
- Maintained code stability with snapshot testing and mock testing on all front-end components

AiTmed Anaheim, CA May 2018 – August 2018
Lead Software Engineer *React, Python + Django*

- Managed a team of 9 developers to deliver a HIPAA-compliant telehealth MVP within 3 months
- Designed system architecture and implementation plan for feature parity across web, Android, and iOS
- Created an API using Django REST Framework that searched and ranked available appointments

Acclaim Academic Institute La Palma, CA August 2016 – Present
Full-Stack Web Developer *React + TypeScript, Python + Django*

- Developed multi-region scheduling system to manage availabilities and attendance for over 200 users
- Architected and implemented full-stack solution to accurately track payroll and customer invoices for 2000 labor-hours per month
- Consolidated core business data into an interactive dashboard to allow owners to identify issues

Projects

Hitch 'n Ditch April 2019
HackSC @ USC *React, Google Cloud Platform, SmartCar*

- Carsharing webapp that provided routes between waypoints and allowed for remote unlocking of cars

Dog Instrucc February 2019
SLOHacks @ Cal Poly SLO *React, Python + Flask, Google Cloud Platform*

- Built automated dog training web application to interface with Dragonboard 410c (IoT device)
- Performed polynomial curve fitting on accelerometer data with NumPy to evaluate performance error

TCS Overwatch ELO Rankings October 2017 – November 2017
Tespa Collegiate Series *Python + Flask, D3.js*

- Analyzed data from over 1400 players across 213 collegiate teams to predict weekly match results

Activities

Ascend (ascendtovictory.com) February 2019 – April 2019
• 3D Prop Artist using Blender for an award-winning game at E3 2019 (Mashable's Best of E3 2019)

AthenaHacks April 2019
• Mentored web developers on how to effectively use Chrome dev tools and debug through stack tracing

USC Overwatch Team September 2017 – Present
• Team captain delivering concise direction and strategy under high-stress situations during tournaments

Skills

Frontend JavaScript, TypeScript, React, Redux, Jest, Enzyme, Webpack, Babel, HTML, (S)CSS

Backend Python (Django, Flask), C#, Java, SQL, NoSQL, Kusto

DevOps Git, Travis CI, UNIX, bash, Azure, AWS, GCP