

KEVIN YIEH

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, Ruby, Rails, Python, HTML, CSS, SQL, MongoDB, Express, Node, PostgreSQL

PROJECTS

Friendlybook (Ruby on Rails, ReactJS, Redux, HTML5, CSS3)

[live](#) | [github](#)

A Facebook clone implemented with Ruby/Rails, SQL, AWS, and React/Redux

- Created CRUD actions for posts, likes, comments, and friends to provide users with a more interactive and personal experience
- Leveraged polymorphic associations with the likes model to connect to both posts and comments models using a single association to maintain DRY code and allow for scalability
- Integrated Amazon Web Services with Rails to store users' personal photographs which allowed from greater storage space by circumventing storing images directly on the application
- Incorporated a custom search function that queried the database on each keystroke and displayed users based on the search input to create an effortless and intuitive search functionality

The Tellurian (MERN Stack)

[live](#) | [github](#)

A global news outlet implemented with MongoDB, ExpressJS, React/Redux, and NodeJS

- Formulated the foundation and blueprints for the application and oversaw a team of three engineers by assigning tasks and performing code reviews to effectively create a product in a git workflow
- Implemented a JavaScript library to create an interactive globe on the home page that enhanced user experience by providing a visually appealing and responsive interface
- Instituted Cross-Domain Axios requests from an Express backend to asynchronously fetch news content from multiple APIs and normalized the responses to create a dynamic and scalable state object

Sorting Algo Visualizer (JavaScript, HTML5, CSS3)

[live](#) | [github](#)

A lightweight pure JavaScript application that creates a visualization of various sorting algorithms

- Devised an object oriented structure using classes to maintain separation of concerns which allowed for effortless scaling and readability
- Customized various sorting algorithms to sort in place and manipulate elements in the DOM so users can clearly see how the algorithm functions from start to finish
- Established the ability to change speed and the number of elements to be sorted to enhance user experience by allowing customization of the algorithm visualization

EXPERIENCE

Software Engineer / Team Lead

Gaming Legends LLC

Oct 2018 - Jan 2020

- Designed and built a graphical user interface on Python and a system of organizing inventory that was scalable and easy to understand to streamline handling and packaging orders, reducing handling time by over 25%
- Managed a team of six employees by scheduling daily work and instructing each employee on the overall flow of operations and their individual roles in the system

Actuarial Intern

[Zurich NA](#)

Jun 2018 - Aug 2018

- Assisted the Medical Malpractice team with Zurich's annual benchmark report for healthcare professional liability claims
- Used Microsoft Access and Excel to organize and handle large amounts of data to ensure quality data
- Created graphs and tables to illustrate losses in terms of frequency, loss cost, and severity by various factors to illustrate current trends in the healthcare industry

EDUCATION

Web Development - [App Academy](#) | Summer 2020

BA Education - *Macaulay Honors College at Baruch* | *Actuarial Science* | *Summa cum laude* | 2015 - 2019