

ALAN YAN



EDUCATION

UBC Vancouver

Sept 2018 - May 2022

BSc Computer Science

CGPA: 4.0

SKILLS

LANGUAGES

- Swift
- Java
- Python
- C++
- Verilog
- HTML
- CSS
- Javascript

SOFTWARE

- Sketch
- Xcode
- Matlab
- Solidworks
- MS Office

AWARDS

- Dean's Honour List
- Alexander Rutherford Scholarship

INTERESTS

- Hockey
- Hiking
- Vector Art
- Photography

TECHNICAL PROJECTS

Cloud Battery

Sep 2019 - PRESENT

iOS & Mac App Store

- Ideated, developed and published watchOS, iOS and macOS application that tracks and stores battery levels of a user's Apple devices using CloudKit and UIKit with MVVM architecture in Swift
- Implemented Today Widget, background fetching, low battery push notifications, Watch Complications and SwiftUI iOS 14 widget to enable ease of access to battery information
- Managed over 5000 active users using their feedback to provide a better experience

floatingfile

May 2020 - PRESENT

iOS App Store

- Developed and published iOS application that allows for temporary sharing of files cross-platform using both UIKit and SwiftUI views featuring QR Code scanning and native cross-application drag and drop on iPadOS

Hockey AR

May 2020 - June 2020

- Developed tabletop hockey in AR on iOS using RealityKit, ARKit and MultipeerConnectivity that allows for users nearby to play a live multiplayer game
- Implemented a working jumbotron, goal detection and movement.

MotionWare - Streamline

Jun 2019 - Jul 2019

UBC Aging, Mobility, and Cognitive Neuroscience Lab

- Automated data analysis of the MotionWatch study
- Developed algorithms in Python to find sleep and wake points of patients based on accelerometer and lux sensor data from the watch
- Designed a UI in Python using Tkinter to allow researchers to run data analysis quickly

WORK EXPERIENCE

Nanoleaf

May 2020 - Dec 2020

iOS Developer

- Used MVVM, UIKit and AutoLayout in Swift to build out new features of the Nanoleaf App including schedules, an updated UI and the Discover Tab
- Worked with ARKit to work on AR preview light panel layouts
- Utilized HomeKit, and multiple networking protocols to connect to Nanoleaf devices

Byte Camp

Jul 2018 - Aug 2019

Lead Summer Camp Instructor

- Taught fundamentals of coding logic, digital design and game design through tools such as Blender, Scratch, Inkscape and Godot to kids aged 9 - 14
- Ran outdoor activities and games