

Yining Wen

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Summary

Experienced software engineer with four years of expertise in front-end technologies including React.js, JavaScript, TypeScript, Angular, HTML, and CSS, along with hands-on experience in back-end development using Node.js. A collaborative team player who consistently delivers scalable and innovative solutions to drive business success.

Education

Stevens Institute of Technology

M.S. IN COMPUTER SCIENCE

Hoboken, NJ

Aug 2018 - May 2020

Changchun University of Technology

B.S. IN COMPUTER SCIENCE AND TECHNOLOGY

Changchun, Jilin, China

Sep 2012 - Jun 2016

Work Experience

Walmart

FULL-STACK ENGINEER VIA SILICON, INC.

San Jose, CA

Mar 2025 - Present

- Developed modular and reusable components for the Walmart website using React.js, enhancing front-end flexibility and maintainability. Built and optimized microservices in Node.js and TypeScript.
- Implemented unit testing with Jest and React testing library, ensuring robust coverage. Provided RESTful APIs and occasional GraphQL support for varied data needs.
- Collaborated within an Agile environment, coordinating with product, business, and automation teams to deliver end-to-end solutions.

Apple

FRONT-END ENGINEER VIA SILICON, INC.

Austin, TX

Jul 2021 - Oct 2024

- Used JavaScript, Redux, SCSS, and React.js to develop a new content management system to replace the old Adobe solution. Developed key features such as secure mode, tag modal, topic references, upload function, publish, and declassify.
- Built new web pages for users to upload and manage localized assets. Optimized the application by revamping the interface, and refactoring the code for clarity. Achieved a 30% reduction in build size through the replacement of inefficient packages.
- Worked closely with UX designers to enhance layout design. Consistently provided assistance to peers in resolving issues and bugs.
- Improved the user experience by upgrading React.js to version 18, eliminating unnecessary API calls, and reducing re-render times by 60%.

Silicon, Inc.

SOFTWARE ENGINEER

Plano, TX

Dec 2020 - Present

- Worked with clients to develop web applications using React.js, Node.js, HTML, and other modern web technologies. Participated in the full software development life cycle, including requirements analysis, coding, testing, and maintenance.

Global Resource & Technology Development Inc.

SOFTWARE ENGINEER INTERN

Bronx, NY

Jul 2020 - Nov 2020

- Implemented company website using WordPress. Designed and developed the website structure. Built slides using selected pictures and WordPress plugins. Worked on the SEO, and improved the presence of the website. Developed an interactive home page using React.js, JavaScript, CSS.

Projects

Content Management System, Eikon

FRONT-END ENGINEER

Apple

Jul 2021 - Oct 2024

- Developed fresh Unified View, details pages for the application with React.js, and integrated modals to improve the user experience.
- Revamped and optimized a major portion of front-end class based components, transitioning them to efficient functional components.
- Implemented reusable components and new features using React.js. Enhanced the code quality by adding the ESLint configuration.
- Provided full support for the team regarding issues, feature discussions, and enhancements to help team achieve business goals.

Content Management System, OneDAM

FRONT-END ENGINEER

Apple

Jun 2024 - Sept 2024

- Integrated reusable components using TypeScript and Angular.js, revamped outdated components, and fixed bugs. Collaborated closely with UX designers to enhance layout design and improve user experience.

The Movie Page

SOFTWARE ENGINEER

Silicon, Inc.

Jan 2021 - Feb 2021

- Used JavaScript and React.js to build reusable components to display each movie. Implemented Fetch API to retrieve and process data from the server. Developed navigation functions to allow users choose different movie categories or pages

Skills

Programming JavaScript, HTML, React.js, Redux, CSS, SASS/SCSS, Node.js, Angular, TypeScript, Java, Python, Go, Ant-Design

Tools MacOS, Windows, Linux, VScode, Git, Xcode