

Yasser Sanobar

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SUMMARY

Full-stack developer experienced in building software and data systems that transform complex information into practical, user-facing tools. Background in computer science with hands-on experience across frontend, backend, and cloud environments delivering production-ready data pipelines, and workflow automation. Skilled in developing scalable systems that support AI-powered features through reliable tooling and structured application workflows. Thrives in fast-paced environments requiring rapid iteration and delivery of tools used in day-to-day operations.

SKILLS

Languages: Python, JavaScript, TypeScript, C/C++, Java, SQL, HTML/CSS

Frameworks and Databases: React, Next.js, Node.js, ASP.NET, Mapbox, Express, MongoDB, MySQL, Postgres, D3.js

Technologies and Tools: AWS, S3, EC2, Amplify, Lambda, Git

EXPERIENCE

Software Developer

Youthful Cities

September 2023 - November 2024, Vancouver, BC

- Built an in-house UI component library for YouthDataLab using **React**, **Next.js**, and **TypeScript** to standardize design and improve accessibility.
- Built a secure **AWS** infrastructure (**Lambda**, **S3**) to process 7k+ youth survey responses with low latency.
- Engineered automated data ingestion scripts to streamline integration of community action research findings, enabling real-time updates in dashboard visualization.
- Utilized **Next.js Server Side Rendering** to cut page load times by **40%**.
- Designed interactive Visualization with **D3.js** and **Mapbox** to turn **35k+** data points into actionable insights.

Software Developer Intern

Youthful Cities

September 2022 - December 2022, Vancouver, BC

- Processed and normalized urban datasets for 30+ municipalities through automated **Python** pipelines, decreasing manual evaluation time by **40%** and supporting scalable metric comparisons.
- Implemented a ranking system in **Python** to evaluate 30 Canadian cities using urban data, contributing to informed policy analysis initiatives.
- Created comprehensive technical documentation and detailed tutorials using **Markdown** and **Git** for streamlined onboarding processes.

PROJECT

CosmoScape

cosmo-scape.com

- Built an AI image generator with **React**, **TypeScript**, and **Node.js** for space images.
- Implemented dynamic **lazy rendering**, **client-side caching**, and responsive design for smooth performance across 2K-4K image generation.
- Built a secure authentication and credit-based usage system, including payment integration and user state management.
- Designed and optimized **RESTful APIs** to handle high-volume image requests efficiently, reducing response time and server load.
- Enhanced accessibility and UX through predefined prompts, smart defaults, and intuitive navigation.

Digital Asset Management System

github.com/CPSC319-2025/404-Found-DAM

- Directed a development team to implement a secure Digital Asset Management system using **.NET** and **C#**, aligning software delivery with established project timelines.
- Implemented role-based authentication and authorization (RBAC) to restrict system actions by user role, enforcing least-privilege access.
- Built **RESTful APIs** using the **Repository pattern**, to support reliable system and tool integration.
- Designed a dual-storage architecture, using **Microsoft SQL** for structured data and **Azure Blob Storage** for assets, improving access speed and data organization.

EDUCATION

Bachelor of Science in Computer Science

University of British Columbia · Vancouver, BC · 2025 · GPA: 3.5

- Recipient of full WUSC SRP award (competitive full-ride scholarship)