

Junhao Yuan

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Work Experience

Software Engineer, Block San Francisco, CA

March 2026 – Present

- Work across multiple product surfaces such as payroll, point of sale, dashboard, and UI systems to unblock projects with cross-functional dependencies with fully agentic software development flows.

Software Engineer, Roblox San Mateo, CA

January 2024 – March 2026

- Led front-end development efforts for the Roblox Moments showcase experience, including the consumption feed, creation flow, and editing features like text overlay. Highly anticipated launch with a peak DAU of 1.68M.
- Worked on the *On-Platform Content Sharing* project, enabling users to seamlessly post and share in-experience *Captures* on the Roblox platform.
- Implemented Inspect & Buy for *The Haunt*, which contributed 15% of total sales during the seasonal platform event.

Software Engineer, Center for Reproducible Biomedical Modeling Seattle, WA

May 2023 – August 2023

- Designed and developed *Reproducibility Portal*, a web UI for biology researchers to access published articles and associated models/simulation in BioSimulations.
- Assisted in the design and development of a data model for BioSimulations Applications.
- Assisted in the development of REST API for Reproducibility Portal.

Projects

Splitter, Utility Site jhyn.dev/splitter

- Built a bill splitting site allowing users to create and manage shared expenses.
- Use vision LLM models to parse receipts and pre-populate item fields.

HoloDash, Video Game holodash.jhyn.dev

- Created a side-scrolling rogue-lite hack and slash game with Unity.
- Conduct private and public playtests to gather opinion and polish game design choices.
- Use analytics and A/B testing to test features and user engagement.

Education

B.S. Computer Science, University of Washington Seattle, WA