

# Andrew Yang

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## SUMMARY

Computer Science Sophomore at Arizona State University with experience in medical imaging research, high performance computing, and computer vision. Currently conducting faculty-mentored projects with the goal of publication and seeking Summer 2026 Machine Learning / Artificial Intelligence internships.

## EDUCATION

**B.S. in Computer Science** Expected May 2028  
Arizona State University, Tempe, AZ 4.00 GPA

## TECHNICAL SKILLS

**Programming Languages:** Python, Java, C++  
**Machine Learning / AI Frameworks:** PyTorch, TensorFlow, YOLO  
**High-Performance Computing:** SLURM, CUDA, Linux  
**Tools & Workflow:** Git, GitHub, Verilog

## PROFESSIONAL EXPERIENCE

**Barrett Fellows Program | ASU Honors College** Fall 2024 – present

- Selected into ASU Barrett Fellows Program to pursue faculty-supported research in medical imaging and vision, with ongoing projects targeting peer-reviewed publication.

**ASU Teaching Assistant and Research Assistant | JLiag Lab** Fall 2023 – present

- Replicated ResNet/U-Net++/Ark on NIH CXR-14 (100k), MIMIC-CXR (370k), RSNA-Pneumonia (30k), VinDr-CXR (18k), and Shenzhen (662), achieving  $\leq 3\%$  in the receiver operating characteristic curve (AUC) Accuracy difference via PyTorch/CUDA on V100/A100 GPUs.

**Research Assistant | ASU SCENE program** Fall 2023 – Spring 2024

- Improved chest X-ray localization accuracy by 2% across CheXpert and ChestX-ray14 using RoentGen diffusion vs. baseline CNNs.
- Ran independent experiments with foundation models for multi-label and multi-class classification, collaborating with PhD students to adapt methods for clinical tasks.

## LEADERSHIP

**ASU Teaching Assistant in Topics in Imaging Informatics (Mini-Course)** Summer 2025

- Guided 15+ undergraduate and graduate students through PyTorch/CUDA experiments, resolving setup issues and ensuring reproducible results.
- Built reproducible baselines for imaging tasks, later reused by cohorts for model benchmarking.

## RELEVANT PROJECTS

**Playlist Manager (C++ Control Flow Project)** Summer 2025

- Engineered a C++ linked-list playlist system supporting add, remove, reorder, filter, and sum operations for managing audio tracks.

**Computer Vision and Computational Biology | MedMNISTv2, Ark-6, U-Net++** 2023 – Present

- Benchmarked Ark-6 vs. U-Net++ on MedMNISTv2 2D (58k) and 3D (1k), analyzing accuracy and standard deviation with accuracy metric AUC.
- Analyzed trade-offs in accuracy and training complexity between Ark-6 and U-Net++ models on 2D and 3D tasks.

**Computer Vision for Autonomous Vehicles | YOLO, Python** Summer 2022

- Implemented YOLOv3 object detection in Python, training on 10k+ labeled images for vehicle and pedestrian protection to promote driving safety.

## EXTRACURRICULAR EXPERIENCE

**Software Developers Association (SoDA), Tempe, AZ** Fall 2024 – Present

- Engaged in coding challenges and group projects in weekly SoDA workshops, strengthening algorithms and debugging skills.

**Hacker Devils, Tempe, AZ** Fall 2024 – Present

- Solved 5 LeetCode problems weekly (Easy, Medium, Hard) to build coding interview fluency and achieved 50+ problems completed in 2024-2025.