

Danny Yang

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EDUCATION

Cornell University – Bachelor of Science in Computer Science – May 2020

GPA: 3.75, John McMullen Dean's Scholar, Dean's List F'16/S'17

Technical Coursework: Discrete Math - Obj Oriented Prog/Data Structures - Data Visualization - Algorithms Design/Analysis - Machine Learning with Big Messy Data - Embedded Systems - Functional Programming - Intro to AI

EXPERIENCE

Facebook – **Software Engineering Intern** – *May 2018 – Aug. 2018*

CS 3300 – **Teaching Assistant** – *Jan 2018 – Present*

- Provided direct mentorship and feedback for group projects, held office hours, and graded assignments and projects

StartupTree – **Backend Developer** – *Jan. 2017 – Aug. 2017* (Python, Django)

- Implemented robust endpoints across the entire mobile service, from authentication to content, using Django REST Framework
 - Integrated Pubnub service to deliver messages and notifications, created scripts for automated emails and notifications
 - Optimized an existing endpoint to reduce response time by 66% and wrote extensive unit tests for all endpoints
 - Led team of three developers by effectively planning sprints and efficiently delegating tasks
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EXTRACURRICULARS

Cornell Data Science – **Data Visualization Team Member** – *Feb. 2018 – Present*

- Analyzed groupings and communities in social media data using several unsupervised methods
- End goal is to create an interactive visualization that educates the public about the results of our analysis and how various clustering algorithms work

BigRed//Hacks – **Special Projects Director** – *Apr. 2017 – Present*

- Responsible for various projects with the overall goal of expanding BRH's contribution to the Cornell CS community beyond two hackathons per year
- Past projects have included planning workshops and collaborations with AppDev and Microsoft, and managing judges/speakers at the hackathon

Cornell Cup Robotics – **Minibot Platform Team Member** – *Jan. 2017 – Dec. 2017* (Java, Javascript, React.js, Python)

- Worked on software platform for Minibot, an educational robotics platform developed by Cornell Cup (a project team)
 - Helped implement JBox2D physics backend for simulating bots and obstacles, implemented system for loading and saving preset scenarios
 - Rewrote front end interface for simulator using React.js and improved interface by removing lag spikes and creating a zooming/panning system for Pixi.js display
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SKILLS

Languages: Python (proficient) - Java (proficient) - Javascript (proficient) - HTML/CSS (proficient) - OCaml (proficient) - R (basic) - C (basic)

Tools/Frameworks: Django - D3.js - Git/Github - SQL - React.js

HACKATHONS/AWARDS

HackNY Fall 2016 - First Place
HackDavis 2017 – Honorable Mention
Cornell Animal Health Hackathon – Finalist

EXTRACURRICULARS

- Big Red//Hacks Organizing Committee
- Cornell Strategic Consulting
- Jane Street SEE (May 2017)