DEYUAN YANG

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EDUCATION

Washington University in St. Louis, St. Louis, MO   **GPA: 3.7/4.0**   August 2023 – May 2026
Bachelor of Science & Master of Science in Computer Science   Expected Graduation May 2026

DePauw University, Greencastle, IN   **GPA: 4.0/4.0**   August 2020 – May 2023
Bachelor of Arts in Pre-Engineering and Mathematics   Degree Conferral Expected May 2026

TECHNICAL SKILLS

Languages & Frameworks: Python, C++, Java, C#, Go, SQL, MySQL, PHP, HTML, CSS, JavaScript, TypeScript, R, Ruby, SML, Racket, Swift; React, Next.js, Express.js, Node.js, Django, FastAPI, TensorFlow, Pandas, LangChain, AutoGPT, Shiny, Socket.IO

Cloud & DevOps: AWS, Google Cloud, Azure, Docker, Kubernetes, Git, GitHub, Bitbucket, Linux, Bash, Apache, CI/CD, SSH

Databases: PostgreSQL, MySQL, MongoDB, DynamoDB, SQL Server, CosmosDB, Firestore, Oracle

AI, Data & Blockchain: Machine Learning, Deep Learning, LLMs, RAG, AI Agent Frameworks, Decentralized Systems, Smart Contracts, Starknet, Ethereum

Development & Tools: Full-stack web and mobile development, Shopify, HTML/CSS, AJAX, JSON, REST APIs, Express.js, SEO optimization, Web Application Security, Real-time applications, Rapid prototyping, Unity, Unreal Engine, Visual Studio Code, Google Analytics, SEO Monitoring Tools, A/B Testing, Performance Optimization

Relevant Coursework: Data Structures (TA), Object-Oriented Programming, Web Development, System Software (TA), Analysis of Algorithms, Artificial Intelligence, Machine Learning, Deep Neural Networks, Cryptography, Systems Security, Data Mining (TA), Mobile App Development, Rapid Prototyping, Software Engineering, Quantum Computing, Privacy & Security, Video Game Development I & II, Nonlinear Optimization, Programming Languages, Probability & Statistics, Graph Theory, Linear Algebra, Applied Math, Mathematical Analysis

Certifications: Microsoft Azure AI Fundamentals Certificate **(Earned 2024)**

WORK EXPERIENCE

Web Developer & Designer — Sustain-a-Plate   June 2024 – August 2024
- Built a responsive full-stack inventory management app (**React/FastAPI/PostgreSQL**) with real-time analytics and **Figma**-designed responsive UI.

Full Stack Developer — SendBack   April 2024 – August 2024
- Developed and deployed a scalable returns management system using **React, FastAPI and AWS**.
- Managed storage via **S3** and used **DynamoDB** for NOSQL database handling.
- Leveraged **RESTful APIs** and deployed using **Elastic Beanstalk** for high availability.

Mobile App Developer — ShopNFind   May 2024 – June 2024
- Created **React Native** app for in-store navigation with real-time inventory updates and cross-platform optimization.

Security and Quality Analyst — LINUXJOBBER, Greenbelt, MD   May 2022 – Aug 2022
- Developed a **Django**-based platform, enhancing visual design and improving system uptime.
- Conducted QA for educational content, ensuring accuracy across features and documentation.

PROJECTS

Seasonal Trade-Up Platform - CSE 437 Software Engineering Workshop   **Spring 2024**
- Full-stack e-commerce platform with eBay API integration, Docker/Kubernetes deployment, and CI/CD pipelines.

Job Match Platform — CSE503 Rapid Prototype Development and Creative Programming   **Spring 2024**
- Built a **Django** web app with resume parser, smart job/candidate recommendations, real-time messaging and analytics.

No-Code Portfolio Generator — CSE 204 Web Development   **Spring 2024**
- Designed a beginner-friendly web app using HTML, CSS, and JavaScript that transforms uploaded resumes (PDF/image) into customizable portfolios; Implemented theme/template selection and HTML export link sharing.

Element - Shopify UI/UX and SEO Optimization   **Fall 2024**
- Enhanced e-commerce site **UI/UX** and **SEO** using **Shopify** and **Google Analytics**, improving traffic and conversion rates.

D10: AI Agent GUI for Architectural Drawing Object Detection   **Spring 2024**
- Fine-tuned LLMs and built a frontend interface for AI object detection on architectural plans, improving user interaction and feedback.

Brain Battle - Real-time SAT Prep Game (React Native)   **Fall 2023**
- Created a multiplayer **React Native** quiz app for SAT prep; led UI/UX design with responsive animations and scoring logic.

Agent-Based Advertisement Generator – Underground Dojo   Oct 2023 – March 2024
- Engineered a **GPT-4** powered backend for autonomous ad copy and character animation using **Streamlit** and **Adobe Creative Suite**.

Cache Memory Lab –CSE361S: Intro to System Software   **Fall 2023**
- Implemented a C-based matrix transpose simulator to optimize cache usage and minimize misses.

File System Simulation – CSE332S: Object-Oriented Programming   **Fall 2023**
- Developed a command-line file system in C++ with core commands and design patterns to ensure modular, testable code.

WhoFundedIt - AI-Powered Research Tool   May 2023 – August 2023
- Designed and built a web app using **NLP** and **AI** to extract and summarize funding sources from academic papers.
- Automated backend data processing pipelines for scalable research data ingestion.

Cybersickness Mitigation in Virtual Reality   May 2022 – August 2022
- Conducted research to mitigate cybersickness in **VR**, using **Unreal Engine** and **Arduino** for data capture, and developed a **3D-printed** chin rest to stabilize participants, demonstrating hands-on experience with complex systems.