YANG YANG

New York, NY 718-360-3754 yy2473@nyu.edu Portfolio Github Linkedin

SKILLS

Engineering

JavaScript, TypeScript, Sass, HTML, C#, Java, Python, Swift, C, C++, Bash, Go, SQL, MongoDB React, Node.js, BootStrap, Next.js, Redux, Thunk, Webpack, D3, jQuery, Angular, TensorFlow, MI5, Keras, Flask, OpenCV, Docker, Git, Regex, Unity

UX Design

UX Design, UX Research, Graphic Design, Product Design, Prototyping, WireFraming, Storyboarding, Persona, Responsive Design, Cinema 4D, Sketch, Flinto, InVision, Figma, Jira, Adobe Creative Suite

AWARDS

Fusion Film Festival
Best Animation Short Winner.

Red Burns Scholarship Grantee.

TSOA Graduate Scholarship Grantee.

Refest 2.0 Public exhibition

EDUCATION

New York University, New York — MS, 2019

Interactive Telecommunications Program (ITP), GPA: 4.0

EXPERIENCE

Software Engineer and Researcher, New York University, NY,

August 2019 - Present

ITP Thesis Archive 2020 (Online Gallery), March 2020 - Present

Site, Source Code, TypeScript, React, React-Spring, Redux

Online gallery developed with cutting edge front-end framework and tools.

- Attracted over 100 of our students to upload their projects to showcase work, and over 5000 viewers in the first month.
- Created an infinite image gallery with 3 person team using React and React-Spring while optimizing the website to run fast.
- Utilized React hooks and followed Separation of Concerns development approach.
- Implemented numerous micro-interactions, and optimized for mobile and desktop to create a stylish responsive user-interface and provide ease of use.

COVID-19 Ticker, (MacOS menu-bar application), March 2020 - Present

Release Page, Sourch Code, Swift, Cocoa, Node.js, React, TypeScript Individual project that displays the latest statistics of the coronavirus outbreak in your menu bar.

- Server-less structure makes it easier to maintain and implement since it fetches data (1,000s of lines) from Github.
- Update refresh intervals and country targets to prevent excessive laptop energy consumption up to 99%.
- · Requires minimal hard drive space and never crashes.

Magic Pencil, (Game utilizing machine learning), February - May 2019

<u>Documentation</u>, <u>Source Code</u>, Unity, C#, Python, TensorFlow, Flask, OpenCV Individual iOS game project where players can beat the game through creative doodling.

- Four unique and challenging game levels built with Unity and C#.
- Custom trained ImageNet model with Keras and Google QuickDraw Dataset to recognize user's drawings.
- Server runs the TensorFlow model providing client doodle recognition through Flask APIs with 89% accuracy.

Product Designer, Sound Control, China, Nov 2014 - Sep 2016

Flinto, Sketch, Zeplin, Trello

- Selected as both product designer and UX designer to develop product that allows musicians to link published projects to a profile for public review.
- Attracted 90% of top Chinese musicians (over 20k) in the first two years after launch, leading to the largest professional musician community in China.
- Created first copyright library in China to help young songwriters sell their first copyright; accumulated over 10k copyrights in the first year after launch.
- The company raised 3 million dollars in Series B funding in 2017 and managed to achieve breakeven in 2018.