YANG YANG

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Github
Linkedin
Portfolio

SKILLS

Programming Languages

JavaScript, TypeScript, Scss, CSS, HTML, Python, C#, Java, Swift, C, C++, Bash, Go

Frameworks and Tools

React, Node.js, Git, Regex, Redux, Thunk, Webpack, Netlify, Auth0, Bootstrap, ExpressJS, Socket.IO, React Native, Vue.js, Angular, Mocha, TensorFlow, Ml5, Keras, Flask, OpenCV, D3, Docker, Kubernetes, Spring Boot, Django, Jenkins, Apache, Nginx, AWS, Electron, Tableau

Data and Databases

MySQL, NoSQL, MongoDB, PostgreSQL, Redis, Kafka, Spark, MemSQL

EDUCATION

New York University, New York — MPS, 2019

MS, Interactive Telecommunications Program (ITP), GPA: 4.0

Relevant Coursework:

Introduction to Algorithms, Introduction to Computer Science and Programming, Nature of Code(Algorithm), Dynamic Website Development, Open-source Studio, Neural Aesthetics (Machine Learning), Collective Play(Web-based Game) JavaScript Data Structures

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, attracting 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 (60 fps); 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.
- Contributed over 8000 lines of code, excluding boilerplate codes.

ML5 Library (Open-source machine learning library), October 2019 - Present

Source Code, JavaScript, Node.js, Webpack, Karma

Open-source machine learning library written in JavaScript, funded by NYU's ITP and Google, enabling artists to integrate ML into their projects at ease.

- Contributed four merged pull-requests, and solved a handful of bugs, saving hundreds of hours for our users.

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

Release Page, Source Code: The App, Release Page. Swift, Cocoa, 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

Documentation, Source Code: Server, Client, Unity, C#, Python, TensorFlow, Flask, OpenCV

Individual video 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.