

# Jason Yang

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## EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES | Los Angeles, CA

Bachelor of Science Candidate, Computer Science

August 2013 – Present

Expected Graduation: June 2017

- Cumulative GPA: 3.381
- Elective Coursework: Artificial Intelligence, Computer Graphics (WebGL), Computational Genetics, Linguistics

## WORK EXPERIENCE

AT&T | Developer Intern

San Ramon, CA | June 2016 – Present

- Developing several internal workforce tools to better create efficient teams and to incentivize collaboration
- Integrating Spring Data REST with Java to pull SQL data to create data visualizations on key workforce metrics
- Implementing reservation functionality for collaboration zones with AngularJS front-end and Java back-end

Big Data 2 Knowledge @ UCLA | Java Developer

Los Angeles, CA | November 2015 – June 2016

- Created Java web application to trigger processing of protein data and generation of customized protein databases
- Implemented scalable server to run applet using Amazon Web Services and Amazon S3, Tomcat, and Apache servers
- Improved applet by implementing threading and designed a new user interface to incorporate Vaadin UI elements

Hudl | Software QA Intern

Lincoln, NE | June 2015 – August 2015

- Coordinated a user experience trial for multiple capture and publishing workflows to improve Hudl products
- Automated tests to simulate publishing footage on different Wi-Fi levels on real devices in Python using Appium
- Automated tests to check if new playlist API features work correctly on front-end interface using CasperJS
- Implemented iOS and web support for Bluetooth remotes for flow-based platform using Objective-C and JavaScript

## COMPUTER SCIENCE PROJECTS (source code available at jasonyang.co)

Heroes on the Water | *MEAN Stack, Bootstrap Framework*

July 2016

- Revamped Heroes on the Water website to provide functionality for managing users, events, and inventory
- Designed a MongoDB database and created an API, which was used to develop our front-end interface
- Implemented front end with Bootstrap HTML; submitted to AT&T Intern Coding Challenge

TCP Protocol Implementation | *C++*

June 2016

- File transfer program that implements reliable data transfer over UDP sockets with congestion control
- Implemented all major components of TCP Protocol: sequence numbers, acknowledgements, handshakes

Haplotype Phasing | *Python*

May 2016

- Parses genotype reads to produce possible parent genotypes, and continues until a minimal set is produced
- Improved upon Clark's method for haplotype phasing by decreasing number of unphased genotypes

bildr.co | *Ruby, JavaScript, Materialize Framework*

August 2015

- Based on popular game League of Legends, calculates how efficient an item set is, based on prices of items
- Allows a user to upload their own item set, modify their item set, and download an improved item set
- Implemented drag-and-drop ability, filtering of items, as well as general front-end development of the site

Assassins | *Objective-C, Parse*

July 2015

- An iOS app that facilitates the popular social game Assassins, allows creating and playing several games
- Implemented code to facilitate playing through a game and updating back-end database in real-time
- Received 1<sup>st</sup> place at Hudl Intern Skunkworks as well as "Best in Show" award

audiopod | *Python (Flask), JavaScript, Bootstrap Framework*

April 2015

- A "21<sup>st</sup>-century jukebox" that allows a host to create a playlist from YouTube based on guests' suggestions
- Implemented front-end of site as well as some Python/JavaScript scripting to interact with back-end

## TECHNICAL SKILLS AND INTERESTS

- Programming Languages: Proficient in C++, C; experience with Java, Python, Lisp
- Front-end Programming: HTML, WebGL, JavaScript, JQuery, CSS3, Bootstrap, AngularJS
- Other Technologies: Git, Bash Shell Scripting, MEAN stack, AWS, Tomcat, Apache, SQL, MongoDB
- Interests: Augmented Reality, Artificial Intelligence, Machine Learning, Natural Language Processing