Jason Yang

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES | Los Angeles, CA **August 2013 – Present**

Bachelor of Science Candidate, Computer Science **Expected Graduation: June 2017**

- Cumulative GPA: 3.341
- Relevant Coursework: C++, Software Construction (UNIX, Python, C, Parallel Programming, Bash Scripting), Operating Systems Principles, Algorithms and Complexity, Computer Graphics (WebGL), Computer Architecture, Circuit Theory, Logic Design of Digital Systems

WORK EXPERIENCE

Hudl | Lincoln, NE **June 2015 – August 2015**

Software QA Intern

- Implemented iOS and web support for Bluetooth remotes for flow-based platform using Objective-C and JavaScript
- 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 were working as expected on front-end using CasperJS
- Led a user experience trial for several different capture and publishing workflows to see where Hudl could improve
- Test new features on a broad range of device platforms and browsers: iOS, Android, Chrome, Safari, IE, Firefox

COMPUTER SCIENCE PROJECTS

- bildr.co– written in Ruby, JavaScript, HTML (Materialize) **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 – written in Objective-C, uses Parse for back-end **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 data in real-time
  - Received 1st place at Hudl Intern Skunkworks, "Best in Show"
- Amazing NASA Universe Simulator – written in WebGL, JavaScript, HTML **June 2015**
  - A web app game where a user pilots a spaceship around planets to try to fly into an exit sign to finish a level
  - Allows a user to create planets of varying mass to affect the overall gravity field of the planets on the level
  - Implemented collision detection between the spaceship, planets, fuel pickups, and the exit sign
- audiopod.me – written in Python (Flask), JavaScript, HTML (Bootstrap) **April 2015**
  - A "21st-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
- Profiling Bash Shell – written in C **January 2015**
  - A shell capable of parsing and running complex bash scripts and returning time profiling details

TECHNICAL SKILLS AND INTERESTS

- Programming Languages (Proficient in C++, C; have experience in Python and Objective-C)
- Front-end Programming (HTML, WebGL, JavaScript, jQuery, CSS)
- Git, Bash Shell Scripting, Parallel Programming (OpenMP and POSIX Threads), Assembly Languages (MIPS, x86)
- Interests: Computer Vision, Virtual Reality, Artificial Intelligence, Machine Learning, Algorithms

LEADERSHIP / ACTIVITIES

AweChords A Cappella | Los Angeles, CA **May 2014 - Present**

Treasurer/President

- Manage the group's weekly rehearsals and performance events, as well as a fall and spring retreat every year
- Oversee fundraisers to help fund a Vietnamese Cultural Night at Royce Hall with about 2,000 attendees every year
- Manage the financial budget of the A Cappella group, mostly to ensure an end-of-the-year Spring Showcase is put on

Circle K International | Los Angeles, CA **March 2014 - February 2015**

Administrative Fundraising Chair

- Student leader of a club of over 280 members. Meet with a board of 20 other student leaders of the club every week
- Plan and market fundraisers every week, helping to raise over $20,000 in total for other charities as well