
EDUCATION

University of California, Merced, School of Engineering

Expected Graduation: May 2020

Major: B.S in Computer Science and Engineering

GPA: 3.0

Minor: Business and management

Computer Science and Engineering Relevant Courses: Data Structures, Discrete Mathematics, Computer Organization and Assembly, Intro to Object Orient Programing, Algorithm Design and Analysis, Introduction to Artificial Intelligence, Operating Systems

SKILLS

Operating System: Windows XP | Windows 7,8,10 | Mac OS | Linux | Ubuntu

Programing Language: Java | JavaScript | C | C++ | R Studio | StatalC | Open GL | Arduino | HTML | CSS

Programs: Adobe Photoshop | Microsoft Office | Google Drive

Spoken Language: Fluent – English and Mandarin | Japanese – Professional

EXPERIENCE

Information Technology Consultant

September 2018 – Present

- Provided technological assistance and customer service to over 6,000 students and over 300 staff members through effective communication, diagnosing, and problem solving
- Troubleshoot basic to advanced hardware, software, network problems for students and faculty

Networked Embedded Systems Research laboratory

September 2018 – Present

- Modified Wireless sensors LoRa and LoRaWan expanding the network server
- Implemented C/C++ through Arduino connecting hundreds of sensors and modifying it individually
- Worked with TCP/IP LoRawan to connected Gateway accessing the network server

HackMerced, Information Technology Specialist

September 2017 – October 2017

- Managed equipment such as monitors, cable connections, PowerPoint difficulties during HackMerced
- Responsible for fixing any technical problems that occurred during HackMerced
- Performed checkup on equipments throughout the day, made sure the event run smoothly

PROJECTS

Personal Profile Website

September 2018

- Implemented HTML and CSS to designing the website through GitHub
- Personal Website: yijanz.github.io

Game Developed – Team Rolling Dice

April 2018

- Implemented OpenGL, C++/C, GLUT, Photoshop skills developing a 2D role playing action game
- Award best designed game using Object Orient Programming in Merced

Game Developed – Tic Tac Toe

February 2018

- Implemented object-oriented programming techniques, created a simple graphical TIC-TAC-TOE game utilizing the OpenGL Utility Toolkit libraries in C++
- Used C++ to design an AI mode and a two player mode

App Developed - Rental Car

March 2015

- Developed a tool using java for a company that offers users detail about car rental
- Provided the user an options to choose between different type of cars as well as the amount of rental days

AFFILIATION

Society of Asian Scientists and Engineers (SASE) - University of California, Merced

Fall 2016 – Present

President | Vice – President | Social Chair

- Revived chapter and mobilized full executive board for 2016-2017
- Connected the entire UC Merced campus forming an alliance with every STEM organization

Science on Saturday (SOS) – University of California, Merced

Fall 2018 – Present

Director

- Developed SOS Academy outreach programs, reaching 1000+ k-12 students
- Facilitated 4+ projects, including Arduino, developing a Robotic Arm, Coding with Arduino,

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