

## EDUCATION

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**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

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**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

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**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

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**Personal Profile Website**

**September 2018**

- Implemented HTML and CSS to designing the website through GitHub
- Personal Website: [yijanz.github.io](http://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

## AFFILIATION

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**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,