

## EDUCATION

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**University of California, Merced, School of Engineering**

*Major: B.S. in Computer Science and Engineering*

*Minor: Business and Management*

**Expected Graduation:** Spring 2020

**GPA:** 3.0

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

## SKILLS

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**Programming Language:** Python | Swift | Java | JavaScript | C/ C++ | OpenGL | Arduino | HTML | CSS | Ionic

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

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

## CS PROJECTS

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**App Developed – KeepUpWithLife**

**February 2019**

- Built a to do list with simple UI for average daily life usage for old and non-tech people
- Designed and written in Swift, consumes a Core Data Stack which helps manage and save todos

**Backend – TruckAlert – Bihai Empreendimento e Participações Ltda (In Progress)**

**February 2019**

- Developed an app for a startup company that assists trucker by providing information that is relevant only for truckers
- Stored database in SQL and GIS using a web server called Django
- Worked with a small team of 3 to deliver applications to truckers nationwide
- Implemented *Google Maps* API and SDK as route data to display the map in application

**Google Extension – Introduction to Google Chrome**

**September 2018**

- Designed two UI popups for both Mac and Windows users walking them through basic shortcuts for Chrome
- Implemented CSS and HTML through Visual Studio Code to design both user interface

**Personal Profile Website**

**September 2018**

- Implemented HTML and CSS through GitHub Pages connecting to LinkedIn, GitHub, Resume and Email
- Personal Website: [yijanzhang.github.io](http://yijanzhang.github.io)

**Game Developed – Monster Fighter**

**April 2018**

- Utilized OpenGL, C++/C, GLUT, Photoshop skills to develop a 2D role playing action game
- Awarded best designed game using Object Oriented Programming skills in UC Merced

## EXPERIENCE

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**UC Merced, 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

## 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