YIAN TONG

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EDUCATION

New York University Expected May 2019
Master of Science in Computer Science *New York, NY*

University of Illinois at Urbana-Champaign May 2015
Bachelor of Engineering in General Engineering, Minor in Computer Science *Urbana, IL*

· Dean's List: Top 20% of the class, Spring 2012; James Scholar: Maintain a 3.5 GPA, August 2011 - Spring 2013

WORKING EXPERIENCE

InnoPartner Pte Ltd, Associate Product Manager, Internship and Part-time June 2018 - Present
A startup funded by Nanyang Technological University and PCPartner *Singapore*

· Designed an air quality survey app for JTC Corporation(a state owned real estate company) from scratch, including the specification, system architecture and UI/UX.
· Designed and Developed the front-end app and proposed a multiple layer API.
· The product is still in development and will be launched in Singapore in March 2019.

ReadMe, Product Consultant, Part-time August 2018 - Present
An early childhood reading and learning startup *Shanghai, China*

· Reviewed the first version of the app technically.

The Key School, Technical Consultant, Part-time July 2018 - Present
A day care startup, http://www.keyschoolchina.com/ *Shanghai, China*

· Designed, developed and launched the first version of the website.

ENTREPRENEUR

Mech-O, Founder January 2015 - December 2016
A startup developed a set of programmable electrical building blocks based on Arduino *Shanghai, China*

· Designed the initial prototype which allowed users to do simple hardware development.
· Led team of eight(four engineers, two business professionals, one designer, one tester) through more than five iterations, redefining strategy and shifting team to new vision.
· Developed the product along with four engineers using Java, JavaScript, Python.
· Revised the product according to the feedbacks from target users and potential investors.

DineLog, Co-Founder December 2013 - May 2015
A location and interest based social app for finding dinner pals *Urbana, IL*

· Designed the business model and the first iteration of the UI.
· Developed the minimum viable product and initialized user experience tests.
· Launched to Google Play and App Store in 2014 (unpublished now) for beta test. 100 local users are involved. After interviewing all of them, we did two more iterations based on the feedbacks.

SKILLS

Computing	Python, JavaScript, Java, C#, React, Unity, Autodesk Inventor, Adobe Photoshop, Latex
Language	Chinese(native), English(Fluent)
Others	Leadership, Executive Force, Product Management, UI/UX Design, Public Speaking