JERRY YANG

✉ jerry.yang138@gmail.com

A hardworking student who is majoring in both Computer Science and Finance. Currently seeking Software Engineering focused positions

Education

Rutgers University, New Brunswick   Current
Bachelors Computer Science 2021
Bachelors Finance 2021

Study Abroad: Ritsumeikan University, Japan   July 2018

Skills

CS LANGUAGES
Python
Java
HTML
Javascript
SQL
C
Haskell
R
Assembly
Prolog
MATLAB
Dart
PHP

MICROSOFT OFFICE
Microsoft Excel
Microsoft Access
Microsoft Word
Microsoft PowerPoint

PROGRAMS/PLATFORMS
Visual Basic
Macromedia Flash
Photoshop
RStudio
Android Studio
JavaFX
Pygames
OpenCV
Pygames
Flutter
MySQL
AWS

LANGUAGES
Fluent in English
Conversational in Japanese
Conversational Chinese
Basic Knowledge of Spanish

Awards

Forage · JPMorgan Chase & Co Software Engineering Virtual Experience   Dec. 2020
A Virtual experience done with technologies including but not limited to, Python, React, Typescript, (JavaScript), to make web pages that fulfill the following tasks and experiences:
-Interface with a stock price data feed
-Use JPMorgan Chase frameworks and tools
-Display data visually for traders

Rutgers University · Rutgers University Scarlet Scholarship   Sept. 2016
Award given to students completion of highschool/college academic program with a strong academic level of achievement.

Employment

TWG Companies
Software Engineer Intern   June 2020 to Sept. 2020
- Documented, designed, and developed software, networks, and other proprietary technologies through the use of Python and Django.
- Utilized MySQL and along with PHP to connect the corresponding software to the finished projects of the Database team.
- Created data models, programs and scripts with detailed documentation
- Worked with Business analysts on Documenting work using standard documentation

Application Developer Intern - Team Lead   June 2020 to Sept. 2020
- Documented, designed, and developed various applications through the use of Java and Android Studio initially, before progressing to utilizing Dart and Flutter
- Utilized MySQL and along with PHP to connect the corresponding software to the finished projects of the Database team.
- Assigned and planned out team agendas.
- Organized and integrated group code.
- Attended daily scrums as the representative of the Application Developers to report and collaborate progress with other team leads.

Rutgers New Brunswick IT Services
IT Services Technician   June 2017 to Oct. 2020
-Provided IT support to various departments within the New Brunswick Chancellor's office
-Supported and troubleshooted Windows, macOS, and mobile devices. Deployed images with the latest version of OSs and kept users up to date through script updates.
-Utilized remote assistance and remote desktop for softwares including but not limited to MS Office, web browsers and development, and Adobe.
-Went on various forms of Field Work to assist different departments. Ranges from computer upgrades and replacements to site surveys related to ports and servers.

Japanese Visual Culture Association
Treasurer and Webmaster   2017 to 2019
-Applied for allocations and organized money to use in programs for the organization
-coded and created Visual Novels for the club through the use of Python for specific occasions
-helped manage the organization website through the use of HTML and JavaScript

Projects

Colorization   Current
Project to practice different algorithms in supervised learning and computer vision. Takes in a colored and greyscale images as training and testing data in order to create an AI that colors a greyscale image.

Search and Destroy   Mar. 2021 to Apr. 2021
Project to help supplement understanding of modeling knowledge and beliefs and practice the use of bayesian theory. This project involves an agent searching for a target through flat areas, hills, forests, and caves. Each terrain introduces a different difficulty in terms of actually being able to find the target as the target is good at hiding! The objective is for the agent to find the target in as few searches as possible as well as minimize the distance travelled

Mine Sweeper AI   Feb. 2021 to Mar. 2021
Using Python with the pygame package, I have recreated the game of MineSweeper from scratch. I then made four different agents to play the game. The Basic Agent just plays with basic logic in a single case. The Improved Agent plays the game as a constraint satisfaction problem and projects it's own possible solutions. The Global Improved Agent gets additional information of the total number of cells in its knowledge base, and the second improved Agent takes a simulated annealing approach to cells it deems risky in its projected solutions.

Pizza Ordering System   Apr. 2020 to May 2020
Using Java's abstract classes as well as Polymorphism, I developed a GUI using JavaFX which enabled the users to order Pizza from a Pizza Store. The user is able to choose from the menu as well as build their own from the various topping choices given to the user. When finished, the user is able to open their order on a separate window and proceed to confirm their order, go back to the menu, or clear the order entirely.

Online Railway Booking System   Nov. 2020 to Dec. 2020
A web application where a relational database system was designed to support the operations of an online railway Booking System. HTML was used for the user interface, MYSQL for the database server, and Java, Javascript, and JDBC was used for the connectivity between the user interface and database server. It was hosted under AWS for a period of time but the instance has been taken down as the free tier is no longer available. For more information, check out my online website!

Cache Simulator   Nov. 2019 to Dec. 2019
Created a Cache simulator using C, simulated an L1 cache using the Least Recently Used(LRU) replacement algorithm, and included an option to incorporate prefetching

You can see more projects here! https://pasuparepopipa.github.io/