John Yang

✉ johnyang20@berkeley.edu
📞 2132804258
in linkedin.com/in/jyang20
github.com/john-b-yang

Skills

Languages

Java
Swift
Python
Git
Unix
HTML
CSS
R

Non-Technical

Public Speaking
Chinese (Native)
Japanese (Novice)

Coursework

Advanced Data Structures

Introduction to Cryptocurrency

The Structure and
Interpretation
of Computer Programs

Designing Information Devices
and Systems 1

Multivariable Calculus

FreeCodeCamp Front-End
Development Certification

Awards

National AP Scholar, July 2015

National Merit Finalist, Feb
2016

2nd Place Original Advocacy,
CHSSA State Tournament, Apr
2016

Activities

Hackers@Berkeley

Education

University of California, Berkeley
B.S. Electrical Engineering & Computer Science
Expected: May 2020

Employment

Make School   San Francisco, CA
Student Ambassador   Oct 2016 – Present
- Representative for Make School community and brand
- Provided workshops and presentations at hackathons and similar educational events
- Identify and prepare talented students as Make School Summer Academy applicants

iOS Game Development Instructor   Jun 2016 – Aug 2016
- Taught Swift programming, XCode, and the SpriteKit game development framework
- Assisted with migration of Make School curriculum from Swift 2 to Swift 3
- Admitted 150+ students as admissions officer for the Summer Academy program
- Youngest instructor employed in company history

Wireless Embedded Systems Laboratory   Berkeley, CA
Lab Assistant   Aug 2016 – Present
- Assisted Berkeley's WEB and AmpLab Ph.D. candidates with research projects
- Managed candidates' software with Git version control and Unix system administration
- Wrote scripts in Python and Go to automate execution of candidates' project tests
- Studied Operating Systems, Internet Protocols, Sensor Networking, and basic electrical engineering skills including soldering and circuitry

Computer History Museum   Mountain View, CA
Community Programs Instructor   Jun 2016 – Present
- Led classes part of the museum's Design_Code_Build community programs
- Taught object oriented programming, algorithms, and basic Python syntax to middle school students and teachers

Projects

Detroit Student Transport   October 2016
http://devpost.com/software/detroit-student-transit
- Cross platform (web and mobile) service aimed at tackling Detroit's public transportation system.
- Designed database for information storage through Firebase backend
- Worked with Google Maps API and Apple Core Location framework
- Won Facebook – Most Open and Connected App Award

AutiBot   October 2015
http://devpost.com/software/autibot
- iOS application that detects a children's risk towards developing autism
- Incorporated a Muse Headband to record user's EEG brain wave values and reaction time when playing AutiBot's in-app game
- Created algorithm on Microsoft Azure Machine Learning platform that extrapolates risk using linear regression model based on EEG brain wave and reaction time values.
- Won MHacks 6 Best Hack for Social Impact Award, Best Money Saving Hack Award, and Best Use of Microsoft Azure Award

RoundAbout   August 2015
https://itunes.apple.com/us/app/round-about/id1027049535?mt=8
- iOS mapping application that generates the most distance efficient route through multiple user-entered destinations
- Coded an optimization solution to the NP-Incomplete Traveling Salesman Problem
- 1000+ App Store Downloads and 3000+ App Store Impressions
- 2015 Make School Summer Academy Most Outstanding App Award