

John Yang

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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

iOS Game Development Instructor

Jun 2016 – Aug 2016

- Taught Swift programming, XCode, and the SpriteKit game development framework
- Mentored multiple students all of whom shipped their own iOS games to the App Store
- Assisted with migration of Make School curriculum from Swift 2 to Swift 3
- Recruited 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

