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# RACHEL YANG

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## education

### Olin College of Engineering, Needham, MA

Candidate for Bachelor of Science in Engineering  
with a Concentration in Computing

May 2019 || GPA: 3.66

Recipient of 4-year, 50% Olin Merit Scholarship

Coursework includes: Foundations of Computer Science, Software Design,  
Software Systems, User Experience Design, Discrete

### Parkway West High School, Ballwin, MO

May 2015 || GPA: 4.548 (Weighted) || Class Rank: 3 out of 254

## projects

### Donatr

Fall 2017

- Aimed to create a software interface that facilitates the process of donation for donors in the local community
- Developed user personas + frameworks to improve understanding of types of users that would use Donatr
- Designed software interface experience for users in Figma and Javascript

### Terminal Tetris

Spring 2017

- Replicated classic game of Tetris that can run straight from command line
- Features boss mode" that pauses and disguises game as convincing work

### Wheelchair Dance Stage Set: A Study on Ramps

Spring 2016

- Collaborated with dancer, choreographer and wheelchair user Alice Sheppard
- Sketched, modeled, and eventually machined life-size, ramp-based performance stage set
- Currently used as stage set for DESCENT, a performance by Sheppard and Laurel Lawson

### Biomimicry Play Experience Project

Fall 2015

- Constructed claw-slingshot trunk mechanism for game based on biomimicry of elephant
- Tailored experience for fourth graders based on user feedback

## experience

### Software Engineering Intern at Terbium Labs

Summer  
2017

- Created metrics worker in Python for crawler analytics
- Improved scheduler in Python for more efficient, automated crawling of dark web priority sites

### Olin Adaptive Blind Sailing Research Project

Summer  
2016

- Prototyped autonomous system for blind sailors to match race one on one without sighted guides
- Collaborated with Community Boating, Inc. and SailBlind in Boston, MA
- Integrated TTS and keypad interface, collected and parsed GPS sensor data, and coordinated two raspberry pi's in Python

### Design Nature Course Assistant

Fall  
2016

- Served as resource to first-year or cross-registered students taking Design Nature for design, rapid prototyping, and biomimicry

### IDIN Research Project

Fall 2015 -  
Spring 2016

- Wrote hands-on tutorials to teach useful fabrication techniques for those in low-income and resource-poor areas
- Tutorials included: how to make charcoal press, sheet metal water bucket, and living machine

## skills

Python

SolidWorks

HTML/CSS

3D Printing

Ruby

Adobe Illustrator

MATLAB

Vinyl Cutting

Screenprinting

## interests



PIANO



SLAM POETRY



NPR TINY  
DESK CONCERTS



OPTICAL  
ILLUSIONS



SOCCER



GIUITLELE