RACHEL YANG

1704 Stifel Lane Drive
Town and Country,
MO 63017

rachel.yang@students.olin.edu
www.rachelyang02.github.io
+1 314 277 7604

education

Olin College of Engineering, Needham, MA

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

Expected Graduation: 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

Graduated: May 2015

GPA: 4.548 (Weighted)

Class Rank: 3 out of 254

activities + achievements

Honor Board Representative:
served as one of 6 students to investigate and revise the Honor Code at Olin

Intramural Indoor Soccer Co-Captain:
competed with an all-women team of ten against a male-dominated league

NHS President:
directed student-run chapter of a nationwide organization centered on scholarship, leadership, service and character

Missouri Scholars 100:
recognized as one of 100 students in Missouri (Spring 2015)

Girl Scouts Ambassador:
dedicated twelve years to serving community as a GS member

Most Creative Rube Goldberg Award:
given to one of 60 students in Honors Physics (Nov 2013)

Second Place at State Level for TEAMS:
Tests of Engineering Aptitude, Math & Science (Summer 2013)

experience

Software Engineering Intern at Terbium Labs
Summer 2017

- Created metrics worker for crawler analytics
- Improved scheduler for more efficient, automated crawling of dark web priority sites
- Cleaned up common bug errors

Olin Adaptive Blind Sailing Research Project
Summer 2016

- Developed autonomous system for blind sailors to match race one on one without sighted guides
- Collaborated with Community Boating, Inc. and SailBlind in Boston, MA

Wheelchair Dance Stage Set: A Study on Ramps
Spring 2016

- Designed for dancer, choreographer and wheelchair user Alice Sheppard
- Sketched, modeled, and eventually machined a life-size, ramp-based performance stage set

Biomimicry Play Experience Project
Fall 2015

- Designed a game centered around the biomimicry of an elephant
- Constructed a claw-slingshot trunk mechanism to mimic ability to pick up and release food
- Focused on user-oriented design by tailoring the experience for fourth graders

skills

Python	SolidWorks
HTML/CSS	3D Printing
JavaScript	Adobe Illustrator
MATLAB	Vinyl Cutting
	Screenprinting

interests

PIANO SLAM POETRY NPR TINY DESK CONCERTS OPTICAL ILLUSIONS SOCCER GUITALELE