1704 Stifel Lane Drive
Town and Country,
MO 63017

RACHEL YANG

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-Oriented Design, Olin.JavaScript

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

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

Project Echo: An Interactive Art Projection Piece — Spring 2016

- Projected geometric graphics that can be manipulated by changes in volume and/or location of the user
- Used NumPy, OpenCV, Alsaaudio, Audioop, Pygame, and Matplotlib

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
HTML/CSS
JavaScript
MATLAB
SolidWorks
3D Printing
Vinyl Cutting
Screenprinting
Drill Press Machine
Band Saw Machine

interests

PIANO
SLAM POETRY
NPR TINY DESK CONCERTS
OPTICAL ILLUSIONS
HOMEMADE GIFTS
BAKING