

RONG YUAN

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EDUCATION

Carnegie Mellon University

Expected Graduation May, 2026

Bachelor of Science, Information Systems & Human Computer Interaction

GPA: 3.74/4.0; *Dean's List*

Academic Interest: Human Computer Interaction, Information Systems, Architecture, Intelligent Space

Relevant Coursework: Digital Service Innovation, Computer Systems, Software Development, Design Studio, Intelligent Space Design, Humanity & Ethics, Programming

EXPERIENCE

Computer Science Department (CMU) — *Teaching Assistant*

June 2023 - Present

- Teaching Assistant for 15-112: Fundamentals of Programming and Computer Science, a core course about fundamental knowledge in coding and CS using Python.
- Lead weekly recitation sessions, teaching computer science principles and solving complex problems live in a classroom setting to a group of 20+ students. Create stress-free environment where students are encouraged to voice concerns, responding with extensive explanations and examples to teach mastery of materials.
- Include end-of-semester mentorship responsibilities while students develop their term projects, 1000+ line pieces of software with an emphasis on object-oriented programming and algorithmic complexity.

EX-CHANGE Exhibition & Publication (CMU) — *Designer*

March 2023 - September 2023

- Designer of Carnegie Mellon Architecture annual exhibition and publication: EX-CHANGE, a school-wide event celebrating student works from first year to PhD.
- In charge of curating the publication content involving collecting and selecting artworks from across all years, 250+ students, organizing 1000+ illustrations.
- Co-designed the main exhibition to showcase student models while creating visitor-centered spatial design using limited budget and resources with an emphasis on handcrafting and environmentally friendly design.

Architecture Department (CMU) — *Event Photographer*

September 2022 - May 2023

- Chief event photographer for all-year School of Architecture public events including 20+ lectures, 5 workshops, 8 panel discussions, and 2 activities.
 - Documented weekly events and in charge of all editing and publishing of photos.
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PROJECT

NotUtopia — *Original 3D Maze Game (Python)*

Spring 2023

- Designed and coded up a 3D maze game from scratch in 3 weeks, which auto-generates 3D mazes presented in isometric view using a fully home-grown algorithm. Inspired by architectural drawings, featuring two modes.
- Won No.1 in term-projects showcase among works from 300+ peer classmates.

MuXeuM — *Digital Service Design*

Fall 2023

- Collaborated with a team and designed digital service MuXeuM focusing on redefining museum experience. Went through extensive design research and tests on different models to develop final product.
- Served as idea provider & UX designer in the team, won No.3 during investor showcase.

FigmaProFont — *Digital Product Design (UX Hacks)*

Spring 2023

- Designed digital product model FigmaProFont with a team in a 24-hour CMU's UX Hacks, enabling auto-font and AI suggestion of interface based on current Figma model.
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PERSONAL

Rowing Crew Team

August 2020 - Present

- Participated in practices 4 times a week to master skills and cooperation.
- Competed and won in 4+, 8+, 1x, 2x, 4x, different boats configurations and competitions.
- Aviation Enthusiast - (plane technology, flight route, airlines)

July 2021 - Present

SKILLS/PLATFORMS

- Python, C, Git, Unix, SML, Java, Java/Typescript
- Adobe AI, PS, LR, ID, Figma, Rhino, SketchUp, Notion