Sebastian Yang

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Education

Carnegie Mellon University (Pittsburgh, PA) — GPA: 4.0/4.0
B.S. in Information Systems — Expected May 2022
Additional major in Statistics and Machine Leaning — Minor in Business Administration
Programming Language: Python, Java, C#, C, HTML, CSS, JS, Jekyll, Git, SQL, MongoDB, R, Ruby on Rails

Interactive Media Design Experience

Plotputt (Unity VR) — Fall 2019
Game Producer/Programmer
- Led a five-person team and built a role-playing game (RPG) genre virtual reality golf game using Unity3D
- Used C# and worked with scriptable objects for core game machines, and calibrated golfing gesture
- Maintained a strict six-week production schedule, with weekly playtest sessions and ad-hoc user research

Personal Website (Front-End Web Design) — Spring 2019
Designer/Programmer
- Designed a personal website (yukaiyang.com) from scratch to fully deployable in 10 hours
- Coded the site with HTML, Bootstrap CSS, and JS; populated it with Jekyll and hosted in Github

Cognitive Development Lab — Fall 2019 - Present
Research Assistant
- Collaborate with 4 research assistants and develop a video game to improve user's cognitive ability
- Designed a physical prototype, currently piloting test the game on volunteers with HRMs and fNIRS to test the correlation between physical activity and cognitive improvement

Marketing/Branding Experience

CMU International Development — Spring 2019 - Present
Social Media Coordinator
- Initiated a rebranding plan for CMU's social media presence in China, by setting new guidelines for style, user interface and content, resulting in an additional one thousand followers within six months
- Visualized the rebranding proposal and successfully pitch it to CMU's vice-principle and alumni association
- Key marketing person in the first ever Greater China Alumni Summit, resulting in over 400+ people attended, including senior leadership from global listed companies

Undergraduate Entrepreneurship Association — Fall 2018 - Present
Executive Board Member
- Initiated a rebranding of the club after thorough user research, resulting in a new tri-weekly event which consists of panels and startup showcases, and two Hackathons with over 100 participants

Leadership Experience

Transease (Web Application) — Spring 2018
Co-Founder/Product Manager
- Researched and developed a peer-to-peer live translation web app, built the prototype within 1 month
- Researched the translation market, responsible for pitching and coordinating development schedule
- Created user stories and conducted user testing to refine the prototype, held extensive follow-up interviews
- The app ranked World Top 50 in Microsoft Big Idea Challenge, received Azure Pass Prize

Xiamen High School Student Engineering Association — Spring 2016 - Present
Founder/Honorary President
- Founded a 12-student club and transform it into a municipal organization focused on the STEM field
- Led a 20-student team to organize a 5-day High School Student Developer Conference for 60+ students
- Negotiated and secured RMB 50,000 ($7,000) in sponsorship from 4 entities, two of which are public

Honors

Dean's Outstanding Academic Performance List — Fall 2018 - Present
Dick Edwards Award for Outstanding Leadership — Space Settlement Design Competition China Final