

SERA YANG

LANGUAGES Java, Python, SQL, HTML, CSS, SWIFT, Javascript, C# (basic understanding)

WORK EXPERIENCE

BERKELEY INSTITUTE FOR DATA SCIENCE, BERKELEY, CA
August 2017 – Present
Worked with a professor as a research assistant. Currently working on a project to improve GitHub pull requests by implementing additional command line functionality and creating a bot to fetch pull request statics and information. Also working on improving Scikit-Image's open source code by fixing issues.

LILITOFU, REMOTE
June 2017 – August 2017
Worked as part of a team to use different frameworks and libraries to design, develop and test an iOS application. Mainly worked on location services, enabling a user to search different locations and marked all the locations on a map. Used various cocoa-pods such as GooglePlaces and backends such as JSON/RESTful API and Alamo-fire.

BREAKOUT MENTORS, BERKELEY, CA
June 2017 – Present
Worked with younger students to help them learn programming. Taught students fundamentals of Python and helped them develop applications and games from scratch.

EDUCATION **UNIVERSITY OF CALIFORNIA BERKELEY, BERKELEY, CA - BACHELORS OF SCIENCE**
Expected graduation: 2019
GPA: 3.462, Data Structures, Discrete Math and Probability, Efficient Algorithms and Intractable Problems, Linear Algebra, Multivariable calculus, Web Design
Organizations: Berkeley Institute of Data Science,

PROJECTS

PROJECT
iOS application that allows users to project what they are drawing onto a website so that users can visualize and idea while video-chatting. Developed with firebase.

ESCAPE
First person video game. Player is trapped in a mansion and needs to interact with various objects and solve puzzles in order to escape. Developed on Unity in Javascript with a team of 3 members.

ALEXA NUTRITION TRACKER
Amazon Alexa application that keeps track of calories user consumed and provides dietary recommendations based on past consumption and user inputted personal data. Developed with AWS in Javascript with a team of 3 members.

DOTS
Two player game. Players alternate turns trying to make squares by connecting 4 dots and try to create more squares than the opponent. Developed on Eclipse in Java with a team of 2 members.

SMALL CHATTER
Real time chat application that allows users to enter and talked to members of a specific room. Developed in Node.JS with socket.