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SERA YANG

LANGUAGES

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

WORK EXPERIENCE

BERKELEY INSTITUTE OF 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

August 2016 –

GPA: 3.462, Data Structures, Discrete Math and Probability, Efficient Algorithms and Intractable Problems

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.