VINCENT YANG

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EDUCATION

University of California, Davis

B.S. Computer Science; B.A. Economics   Davis, CA
Cumulative GPA: 3.2/4.0   Expected Graduation: June 2018

Notable Courses: Cryptocurrencies (Instructor), Surveillance Resistant Communications, Data Structures and Programming, Probability and Statistical Modeling for Computer Science, Cryptography 1

SKILLS

Proficient with: Java, Python, C++, Git, HTML/CSS, Linux
Experience with: MySQL, JavaScript, C, Bash Shell Scripting, MatLab, R, Latex, Intel x86 Assembly

EXPERIENCE

IdentityMind Global   Palo Alto, CA
Software Engineering Intern   *Jun 2015 – Aug 2015*
- Internationalized Java production code to work seamlessly in various countries such as China to increase abstraction
- Created a web crawler and scraper in Python with urllib, Scrapy, and BeautifulSoup with json and XML records to fill a MySQL database of known criminal profiles
- Tested for cross-site scripting (XSS) attacks and SQL Injections to eliminate security flaws
- Collaborated using Git source control and Agile/Scrum methodology to improve efficiency

University of California, Davis Office of Medical Education   Sacramento, CA
IT Technician   *Oct 2015 – Mar 2016*
- Diagnose a wide variety of hardware and software issues across OSX, iOS, Windows 7, 8, 10
- Repair and secure devices for medical students, staff, and deans with Ghost, Dell Data Protection, Time Machine, etc.
- Streamline operations by recreating instructions for reprogramming clients' computers

PROJECTS

Delta Sigma Pi Website (Nu Rho Chapter) | www.dsp-nurho.com   *Dec 2015 – Feb 2016*
- Rebuilt the website for Delta Sigma Pi – Nu Rho from scratch with HTML/CSS, JQuery, Javascript, and Bootstrap
- Integrated a Parse backend for user accounts and user-specific customizations
- Implemented a responsive Calendar with Google Calendar and FullCalendar.io

FUNIX | https://github.com/YangVincent/ECS-40/tree/master/p6   *Jan 2015 – Feb 2015*
- Created a Linux file system in C and C++ with mv, cp, cd, ls [-al], mkdir, rm, rmdir, chmod, chown, and pwd
- Utilized Object Oriented Programming to maximize code efficiency while maintaining program structure

Power Grid Load Balancer | https://github.com/YangVincent/ECS-60/tree/master/p5   *Apr 2015 – May 2015*
- Applied Breadth First Search to find the optimal distribution of energy in a power grid with backflow optimization
- Transformed a multiple-source multiple-sink graph to a min-energy max-flow by adding a dummy sink and source node

Domination | https://github.com/YangVincent/Domination   *Apr 2012 – May 2012*
- Built a two-player game with sprites and multi-threading where players attempt to infiltrate the opponent's base
- Designed a complete UML diagram to tactfully plan out the structure with optimal scalability with VioletUML
- Employed panel switching through CardLayout, Object Oriented Programming, and XML
- Produced an in-game store and money system, cheats, power-ups, and more in Java

Lempel-Ziv-Welch | https://github.com/YangVincent/FileZip   *Apr 2012 – May 2012*
- Incorporated HashMaps to dynamically store dictionaries for LZW compression, reaching a 30% compression ratio
- Rebuilt dictionaries for unzipping with ArrayLists and StringBuilders, accelerating compression by 400%
- Utilized bitwise operations to speed up zipping and unzipping through minimizing bytes pushed to buffer

INVOLVEMENT

Computer Science Club (Tutor), Delta Sigma Pi (Director of Technology), Davis Consulting Group (Consultant)