

VINCENT YANG

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EDUCATION

University of California, Davis

Bachelor of Science in Computer Science; Bachelor of Arts in Economics
Cumulative GPA: 3.3/4.0

Davis, CA
Expected Graduation: May 2018

EXPERIENCE

IdentityMind Global

Software Engineering Intern

Palo Alto, CA
Jun 2015 – Aug 2015

- Internationalized production code to work seamless in various countries such as China
- Debugged various bugs and added features, often utilizing Java, Ant, Linux, MySQL, Redis, Jersey REST API, Vaadin, Redmine, and Jenkins automation server
- 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
- Utilized Git source control to collaborate with 8+ team members with SCRUM methodology

University of California, Davis Office of Medical Education

IT Technician

Sacramento, CA
Oct 2015 – Present

- Diagnose a wide variety of hardware and software issues across OSX, iOS, Windows 7, 8, 10
- Repair and secured 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

International Business Fraternity, Delta Sigma Pi – Nu Rho Website | www.dsp-nurho.com

Dec 2015 – Present

- 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 through Ajax with Google Calendar and FullCalendar.io
- Collaborated with the Design Team while teaching another member HTML/CSS and Git

FUNIX | <https://github.com/YangVincent/ECS-40/tree/master/p6>

Jan 2015 – Feb 2015

- Created a C and C++ program that mirrors a Linux file system with mv, cp, cd, ls [-al], mkdir, rm, rmdir, chmod, and pwd
- Utilized Object Oriented Programming to maximize code efficiency while maintaining program structure

Domination | <https://github.com/YangVincent/Domination>

Apr 2012 – May 2012

- Built a two-player game with sprites and multithreading in Java 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, powerups, and more in Java

Huffman Encoding | <https://github.com/YangVincent/ECS-60/tree/master/p4>

Mar 2015 – Apr 2015

- Implemented Huffman Encoding Compression and LZW compression in C++ to compress a variety of file types
- Utilized bitwise shifting and Min-Heaps to build up a Huffman Tree for encoding and decoding

Lempel Ziv Welch | <https://github.com/YangVincent/FileZip>

Mar 2012 – Apr 2012

- Achieved second place in a Data Compression competition with my implementation of LZW in Java
- Incorporated HashMaps to dynamically store dictionaries for compression as a high school student

ADDITIONAL INFORMATION

Skills: Java, C++, Python, Git, HTML/CSS, MySQL, JavaScript, C, MatLab, Latex, R

Platforms and Programs: OSX, Windows 7, Windows 10, Ubuntu, XCode, IntelliJ, Eclipse, Netbeans, Vim

Notable Courses: ECS 293 Surveillance Resistant Communications, ECS 60 Data Structures and Programming, ECS 132 Probability and Statistical Modeling for Computer Science

Other Involvement: Computer Science Club (Tutor), Delta Sigma Pi (Director of Technology), Circle K International