

VINCENT YANG

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EDUCATION

University of California, Davis

B.S. Computer Science; B.A. Economics

Cumulative GPA: 3.3/4.0

Davis, CA

Expected Graduation: June 2018

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

SKILLS

Proficient with: Java, Python, C++, Git, HTML/CSS, JavaScript/JQuery, Linux

Experience with: MySQL, Node.js, Meteor, C, Bash Shell Scripting, MatLab, R, Latex, Intel x86 Assembly

EXPERIENCE

Teradata

Software Engineering Intern

San Diego, CA

Jun 2016 – Present

- Developing Continuous Integration/DevOps frameworks with Git, Jenkins, Jira, and Svn to integrate Agile/Scrum

UC Davis College of Engineering

Undergraduate Researcher

Davis, CA

Apr 2016 – Present

- Researching various Network Penetration tools such as Metasploit, nmap, Mutillidae, and Kali Linux
- Building a set of virtual environments for undergraduates to learn about OWASP Top Ten for UC Davis and Intel

IdentityMind Global

Software Engineering Intern

Palo Alto, CA

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

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

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

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)