

James Yab

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EDUCATION

University of South Florida

Bachelor's, Computer Science

Expected Graduation: May 2025

GPA: 3.84

- Relevant Coursework: Data Structures, Analysis of Algorithms, Computer Architecture, Software System Development, Parallel Computing

PROFESSIONAL EXPERIENCE

Wedding Photography Studio

Frontend Developer & UI/UX Designer

Remote

August 2020 - April 2021

- <https://jasmine-yab.com/>
- Conducted initial consultation with the client to understand their website vision and requirements.
- Maintained open communication with the client to ensure their vision was accurately reflected in the final product.
- Designed and developed functional and visually appealing websites using Webflow, with a focus on enhancing user experience.

PROJECTS & OUTSIDE EXPERIENCE

USF SOAR - NASA Student Launch

C++, Python

https://github.com/usfsoar/NSL_23-24_PayloadEECS

- Collaborated with the team through the issue tracking system, providing code fixes, enhancements, and feature requests for the Arduino C++ payload software and Python ground station frontend.
- Utilized GitHub for version control and collaborative software development
- Thrived in a multidisciplinary team environment, requiring effective communication and problem-solving

Stock Analyzer

C# Windows Forms App

<https://github.com/YingJames/StockAnalyzer/tree/project3>

- Designed and developed a desktop application for visualizing and analyzing stock market data to identify candlestick patterns using C# and Windows Forms
- Implemented interactive candlestick charts with date filters enabling users to visualize and compare multiple symbols side-by-side
- Used polymorphism techniques and inheritance to enable flexible recognition of single and multi-candlestick patterns selected by the user

Force Directed Graph Visualizer

React, D3.js, Typescript

<https://github.com/YingJames/ForceGraphGenerator>

- Developed an interactive force directed graph visualization tool using React, TypeScript, and D3.js
- Designed and coded algorithms to position nodes and edges using force simulation physics

Spatial Distribution Histogram with Parallel Computing

CUDA C/C++

<https://github.com/YingJames/Spatial-Distribution-Parallel-Computing>

- Designed a spatial distribution algorithm by leveraging CUDA parallel computing
- Employed multithreading optimizations to significantly outperform its CPU implemented counterpart
- Developed an understanding of low-level GPU computing through hands-on experience with CUDA

EXTRACURRICULAR

USF Society of Aeronautics and Rocketry (SOAR)

Jan 2024 - Present

Society of Asian Scientists and Engineers (SASE)

Oct 2023 - Present

Key Club International

Mar 2017 - Jun 2021

SKILLS

Languages: Python, Javascript, Typescript, HTML/CSS, C/C++, C#, SQL, RISC-V

Platforms/Libraries: CUDA, React.js, Next.js, MongoDB, Firebase, D3.js

Source Control: Git