

YOURONG YANG

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A Software Developer and Machine Learning Engineer aspirant

EDUCATION

University of California, Los Angeles
Master of Science in Electrical and Computer Engineering
University of California, Los Angeles
Bachelor of Science in Electrical Engineering
GPA: 3.72/4.0

Los Angeles, CA
Expected March 2023
Los Angeles, CA
August 2020

TECHNICAL SKILLS

Programming Languages: Java, Python, MATLAB, Excel, SQL, HTML, CSS, Swift, C#, JavaScript, Bootstrap, Node.js, React, MongoDB, Git.
Data Science Libraries: NumPy, Pandas, Scikit-learn, PyTorch, TensorFlow, Keras, OpenCV.
Techniques: Algorithm Development, Web Application Development, Data Mining, Database Management, User Interface Design, Machine Learning, Deep Learning, Data Visualization.
Languages: Mandarin(Native), English(Fluent).

WORK EXPERIENCE

Schlumberger
AI & Software Engineer Intern

Beijing, China
December 2020- August 2021

- Construct a recommendation system module in Visual Studio for a trajectory simulator application using C# which automatically generates properties weight values based on the historical data, classifies drilling trajectories by validity and ranking them.
- Collaborated with 4 drilling planners across different time zone to integrate module into the application.
- Using Git locate different version of application, retrieve and improve previous algorithms in recommendation module, merge the improved module to master, testing the module with enterprise real raw data.
- Developed SVM, Random Forest, CNN, LightGBM, TensorFlow Decision Forest and Ensemble model on the 3-class classification problem, evaluated performance using confusion matrix, well tuned hyper parameters & achieved 97% accuracy.
- Generated & ranked over 30 properties weight using feature importance, saved 200+ hours of SME intervention per iteration.

ACADEMIC PROJECTS

Product Review Web Application
Team Leader

Los Angeles, CA
January 2022 to Present

- Designed the product UI/UX wireframes in Figma, created product UI webpages in HTML & CSS using Bootstrap with an Agile approach.
- Implemented RESTful APIs to provide users with comprehensive product information and built the client-side & server-side application to handle incoming requests using React & Node.js.
- Utilize DynamoDB on AWS to store 500,000 transactions from 30000+ clients and 2000+ products.

iOS AI Note-Taking Application
Team Leader

Los Angeles, CA
January 2022 to March 2022

- Collaborated with 2 teammates, built a iOS application using Swift that able to take handwriting note by apple pencil, classify notes based on subject, convert between handwriting and text, formatting handwriting style with your own unique style and generate uniform formatted note.
- Create cell-like note category interface, integrate pencil kit API in to hadwriting interface, adding function that able to import note as PDF or PNG format files.
- Built live server on Ubuntu that able to communicate with multiple clients without conflict. Create note classification tree-like hierarchy on back-end, base on note Subject that helps user to access notes easier.
- Optimize generative adversarial network(GAN) achive handing writing formatting similarity above 90%.

Naruto Fight Game
Team Leader

Los Angeles, CA
September 2020 to March 2021

- Collaborated with 3 teammates, built a game framework with embedded speech & gesture recognition, based on Naruto comic using Unity engine.
- Integrate Windows Speech Recognition module in Unity and achieved 98% accuracy with near-zero latency.
- Isolated & classified player positions using SVM with OpenCV and assigned game characters for players.
- Classified gesture combinations to predict character skills using a Random Forest model with 93% accuracy.