

# YOURONG YANG

yourong@g.ucla.edu — 6504419335 — [www.linkedin.com/in/yourong1998](https://www.linkedin.com/in/yourong1998)

Personal Website: <https://yourongyang1.github.io/>

## EDUCATION

---

**University of California, Los Angeles**  
Master of Science in Electrical and Computer Engineering  
GPA: 3.94/4.0

*Los Angeles, CA*  
*Expected March 2023*

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

*Los Angeles, CA*  
*August 2020*

## TECHNICAL SKILLS

---

**Programming Languages:** Java, Python, MATLAB, Excel, SQL, HTML, CSS, Swift, C#, JavaScript.

**Tools:** Bootstrap, Node.js, React, MongoDB, Git.

**Data Science Libraries:** NumPy, Pandas, Scikit-learn, PyTorch, TensorFlow, Keras, OpenCV.

**Course Works:** Algorithm Development, Object-Oriented Programming, Web Application Development, Data Mining, Database Management, User Interface Design, Machine Learning, Deep Learning.

## EXPERIENCE

---

**Schlumberger**  
*AI Engineer Intern*

*Beijing, China*  
*December 2020- August 2021*

- Design & implement a recommendation system module in Visual Studio for a C# simulator application.
- Developed feature that automatically generates weight values based on the historical data, classifies drilling trajectories by validity and ranking them.
- Retrieve and improve classic algorithms in recommendation module, testing the module with enterprise real raw data, saved 200+ hours of SME intervention per iteration.
- 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 and achieved 97% accuracy.

**iOS AI Note-Taking Application**  
*Team Leader*

*Los Angeles, CA*  
*January 2022 to Present*

- Leading 2 teammates, built a iOS application using Swift that able to take handwriting note using apple pencil on iPad.
- Developed features that able to 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 handwriting interface, implement 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) achieve handing writing formatting similarity above 90%.

## PROJECTS

---

**Product Review Web Application**  
*Team Leader*

*Los Angeles, CA*  
*January 2022 to March 2022*

- 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 set up the infrastructure that handles 30000+ transactions of 2000+ clients using Dynamo DB.

**Naruto Fight Game**  
*Team Leader*

*Los Angeles, CA*  
*September 2020 to March 2021*

- Built a game framework with embedded speech & gesture recognition, based on Naruto comic in Unity.
- 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.