

Adam Yee

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adamgyee12.github.io/Portfolio

Education

Carnegie Mellon University

Pittsburgh, PA | Aug '16 - Aug '17
Masters of Human-Computer Interaction
Capstone: The Mentoring Partnership
QPA 3.9/4.0

University of Michigan

Ann Arbor, MI | Sep '12 - May '16
BS Engineering in Computer Science
Minor in Mathematics
GPA 3.5/4.0

Proficiencies

C++, Java, Python, Android,
MySQL, Flask, Node.js,
HTML, Javascript, CSS,
Hadoop, Impala,
After Effects, Illustrator,
Photoshop, Premiere, Indesign

Interests

Mountain climbing,
Distance running,
Competitive gaming,
Sketching

Experience

Automatic Data Processing (ADP) Internship

Application Development | Ann Arbor, MI | Jun '16 - Aug '16

- Reverse engineered and analyzed a suite of legacy applications and internal platforms to reduce maintenance costs
- Integrated Google Analytics and compiled data from over 10,000 unique users to help drive business decisions regarding the platforms' life-cycles
- Maintained and adjusted user permissions for subsets of client data affiliated with the legacy applications

DISH Network Internship

Big Data Analysis | Englewood, CO | Jun '15 - Aug '15

- Analyzed the relationship between social media buzz and television show viewership to explore user experience improvements
- Automated the collection of social media data by utilizing multiple APIs (Twitter, Facebook, Reddit)
- Parsed a multi-hundred terabyte database to extract specific television show viewership data

Results At Hand Software Internship

Web/Mobile Development | Waterford, MI | Dec '13 - Nov '14

- Expanded the functionality of a conference-organizing service on both web and mobile platforms
- Configured and deployed client applications to Apple App Store and Google Play Store
- Implemented new features for web and mobile applications, including menu navigation and a chat room

Projects

Giotto Internet of Things Independent Study

Advisor: Jason Hong | Pittsburgh, PA | Aug '16 - Dec '16

- Ideated and developed a service for IoT applications to connect people, places, and sensors with an emphasis on users' privacy
- Collaborated with other research teams to deploy and demo the service within a campus building

Ubiquitous Computing Independent Study

Advisor: Walter Lasecki | Ann Arbor, MI | May '16 - Aug '16

- Explored an augmented reality research project allowing users to interact with projected displays on physical objects
- Extended a Microsoft Kinect and projector system to function as an interactive whiteboard

Video Game Development

Ann Arbor, MI | Sep '12 - Dec '12

- Programmed a point and click game aimed towards improving social skills for individuals with autism
- Conducted play testing and received feedback from middle school and elementary students