Alan E. Yao

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EDUCATION

Aug 2020 – Dec 2022	B.S. in Statistics and Computer Science	UNIVERSITY OF ILLINOIS, URBANA-CHAMPAIGN

GPA: 4.0/4.0, Dean's List.
Relevant Coursework: Data Science Discovery, Discrete Structures, Fundamental Mathematics, Software Design Studio, Statistics and Probability I

Aug 2016 – June 2020	High School Diploma	MISSION SAN JOSE HIGH SCHOOL

EXPERIENCE

May 2021 – August 2021	Software Engineer Intern	INTUIT

- Used React and Redux for frontend UI changes.
- Added Tealium data tracking to open source website.
- Queried AWS Athena using serverless lambda function for migration to LeanIX.

Jan 2021 – May 2021	Course Assistant	CS 125 - INTRO TO COMPUTER SCIENCE

- Helped students become better at problem-solving and coding during office hours.

SKILLS

JavaScript, Python, Java, Rust, C++, C#, Swift, SwiftUI, SQL, Bash, HTML, CSS, React, Redux, Tailwind, Node, Postgre, Express, Git, NextJS, Jest, Mocha, ThreeJS, JUnit, CMake, Vercel, Django, Photoshop, Illustrator, Unity, JMP, R

PROJECTS

tactics.ninja	Open source chess analysis tool
alanyao.dev	My website
alaney2.github.io	Portfolio made with ThreeJS

PUBLICATIONS

1. Comparing Neural and Regression Models to Predict NBA Team Records. In *Fuzzy Systems and Data Mining V: Proceedings of FSDM 2019.*

   - Accepted to IEEE International Conference on Communications and Electronics 2020.
   - Presented findings at ASA's 2019 Joint Statistical Meetings.

2. Applying Statistical Modeling to Predict Basketball Winning Percentages. In *Fuzzy Systems and Data Mining IV: Proceedings of FSDM 2018.*

   - First place poster presentation at IEOM Washington D.C. 2018.

ORGANIZATIONS

Aug 2020 – Present	Association for Computing Machinery, Member
Aug 2020 – Present	GameBuilders, Member
Jan 2019 – April 2020	American Statistical Association, Member