

curriculum vitae of  
Alan Yao

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☎ +1 720 710 7120    in [alan-yao-](#)    📁 [portfolio](#)

## EDUCATION

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Aug 2020 – Dec 2022	<b>B.S. in Statistics and Computer Science</b> GPA: 4.0/4.0, Graduating in two and a half years Relevant Coursework: Data Science Discovery, Differential Equations, Discrete Structures, Software Design Studio, Statistics and Probability I	UNIVERSITY OF ILLINOIS, URBANA-CHAMPAIGN
Aug 2016 – June 2020	Diploma National Merit Finalist, National AP Scholar SAT: 1580, SAT Math 2: 800, SAT Chemistry: 800 AP Calculus BC: 5, AP Chemistry: 5, AP Computer Science A: 5, AP Statistics: 5	MISSION SAN JOSE HIGH SCHOOL

## EXPERIENCE

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Jan 2021 – May 2021	Project Manager <ul style="list-style-type: none"><li>• Manage a group of 5-6 students to complete a semester-long project.</li><li>• Facilitate weekly meetings.</li></ul>	CS 196 - INTRO TO COMPUTER SCIENCE HONORS
Jan 2021 – May 2021	Course Assistant <ul style="list-style-type: none"><li>• Create interactive walkthroughs and videos for lesson content.</li><li>• Help students on homework problems during office hours.</li></ul>	CS 125 - INTRO TO COMPUTER SCIENCE
May 2020 – Aug 2020	Fulfillment Center Associate <ul style="list-style-type: none"><li>• Scan, pick, and batch items for delivery.</li></ul>	AMAZON FULFILLMENT CENTER
June 2018 – Aug 2018	Failure Analysis Intern <ul style="list-style-type: none"><li>• Create an online database for inputting and storing failure analysis data.</li><li>• Optimize efficiency for data collection and analysis.</li></ul>	CEPTON, INC.

## SKILLS

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Programming: **Python, Java, Rust, C/C++, C#, Swift/SwiftUI, SQL, Bash.**  
Web/Media: **HTML, CSS, Django, JavaScript, Photoshop, Illustrator.**  
Analytics: **Python, SQL, JMP**

## PUBLICATIONS

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### CONFERENCE AND JOURNAL PUBLICATIONS

1. Comparing Neural and Regression Models to Predict NBA Team Records. In *Fuzzy Systems and Data Mining V: Proceedings of FSDM 2019*.
2. Applying Statistical Modeling to Predict Basketball Winning Percentages. In *Fuzzy Systems and Data Mining IV: Proceedings of FSDM 2018*.

## ORGANIZATIONS

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Aug 2020 – Present	Member	ASSOCIATION FOR COMPUTING MACHINERY
Aug 2020 – Present	Member	GAMEBUILDERS