Alan Yao

igithub.com/alaney2
ialaney2@illinois.edu
in alan-yao portfolio

EDUCATION

Aug 2020 - Dec 2022

B.S. in Statistics and Computer Science

University of Illinois, Urbana-Champaign

GPA: 4.0/4.0. Graduating in two and a half years based on advisor's academic plan.

Relevant Coursework: Data Science Discovery, Differential Equations, Discrete Structures, Software Design

Studio, Statistics and Probability I

Aug 2016 - June 2020

Diploma

MISSION SAN JOSE HIGH SCHOOL

National Merit Finalist, National AP Scholar SAT: 1580, SAT Math 2: 800, SAT Chemistry: 800

APs: Calculus BC, Chemistry, Computer Science A, Macroeconomics, Microeconomics, Statistics (all 5)

EXPERIENCE

Jan 2021 – May 2021

Project Manager

CS 196 - Intro to Computer Science Honors

- · Managing a group of six students to complete a semester-long project in computer science.
- Facilitating weekly meetings on their progress using agile framework and proper version control usage.

Jan 2021 – May 2021

Course Assistant

CS 125 - Intro to Computer Science

- · Creating interactive walkthroughs and videos for lesson content.
- Helping students on homework problems during office hours.

May 2020 – Aug 2020

Amazon Fulfillment Center Associate

Sunnyvale, CA

· Scanned, picked, and batched items for delivery.

June 2018 – Aug 2018

Failure Analysis Intern

CEPTON, INC.

- · Created an online database for inputting and storing failure analysis data.
- Optimized efficiency for data collection and analysis by 400%.
- Presented data analysis findings to managers who accepted my proposals.

SKILLS

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

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

Member of the Association for Computing Machinery

Aug 2020 – Present

Member of GameBuilders