




ANDREW YANG

17442 George Moran Dr.
Eden Prairie, MN 55347

ayang14@illinois.edu | 952-212-4035 |  github.com/andrewyang96 |  andrewyang96 |  http://andrewyang.xyz/

EDUCATION

University of Illinois at Urbana-Champaign – College of Engineering

Champaign-Urbana, IL

Bachelor of Science in Computer Science

Aug 2014 – May 2018

- Relevant Coursework: CS225 Data Structures; CS233 Computer Architecture; CS241 System Programming; CS440 Intro to Artificial Intelligence; STAT400 Statistics and Probability.

Lund University

Lund, Sweden

Lunds Tekniska Högskola

Jan 2016 – Jun 2016

- Studied abroad for the semester of spring 2016.
- Technical courses taken: Computer Vision, Simulation, Projects in Computer Science.

CERTIFICATIONS

- edX Verified Certificate for BerkeleyX CS100.1x Introduction to Big Data with Apache Spark
- edX Verified Certificate for BerkeleyX CS190.1x Scalable Machine Learning
- edX XSeries Certificate in Big Data

July 2015

Aug 2015

Aug 2015

EXPERIENCE

Entrust Datacard

Shakopee, MN

Software Development Intern

May 2015 – Aug 2015

- Refactored TruCredential's codebase to use the company's foundational libraries for common functionality across product lines.
- Replaced existing Log4J code with Logback code for logging Java classes.
- Gained experience with Spring MVC, Gradle, Jenkins continuous integration, JIRA bug tracking, and Git version control.

BracketOdds – NCAA March Madness Bracket Generator

Champaign, IL

Undergraduate Research Programmer

Oct 2014 – May 2015

- Implemented the bracket generator using Python, jQuery, and MySQL.
- Bracket generator script generates statistically realistic brackets based on a model devised by Profs. Jacobson and King.
- Configured and deployed the bracket generator to the university's Apache servers, and integrated it with existing static content.

Student Space Systems

Champaign, IL

Web Developer

Dec 2014 – Dec 2015

- Developed the website for Student Space Systems, a technical organization at UIUC.
- Used Node.js and Express.js on backend, used Bootstrap and jQuery on frontend, and deployed the website via Heroku.

SELECTED PROJECTS

Fantasy Smash Bros

July 2015 – present

- Implemented an online fantasy draft for Smash Bros tournaments.
- Initial deployment for the EVO 2015 fighting game tournament attracted over 300 participants.
- Refactored the application architecture to be microservices-based for better scalability and code quality.

PokéPebble, a 2015 BoilerMake project

Oct 2015

- Designed and implemented a Pebble watch client for the Pokémon Showdown battle simulator.
- App won the MLH Best Domain.com name prize.

Illinois Founders Club Résumé Book

Sept 2015 – Dec 2015

- Helped implement an online résumé book for Founders – Illinois Entrepreneurs, a student entrepreneurship organization.
- Designed the user interface using React.js, and implemented the backend using Node.js, Express.js, and MongoDB.

Beats by ACM

Sept 2015

- Contributed to ACM@UIUC's open-source music player, used in the ACM office.
- Added SoundCloud streaming capability and wrote a migration script using Alembic to update the MySQL database schema.

ACTIVITIES

Association for Computing Machinery – UIUC Chapter, Member

Aug 2014 – present

- Staff member for the 20th annual Reflection | Projections student tech conference.
- Member of the software engineering (SigSoft) and data science (ADSA) special interest groups.

CS @ ILLINOIS Splash, Course Instructor

April 2015

- Taught "Intro to Data Analysis Using Python" to 10 prospective and admitted high school students.
- Prepared a REST API handout to accompany the lecture.

SKILLS

Languages: Python, Java, JavaScript, C, C++, Golang, HTML, CSS

Frameworks & Databases: Node.js, Express.js, Flask, Apache Spark, React.js, jQuery, Bootstrap, MySQL, MongoDB, Firebase, Spring MVC

Tools: Git, Sublime, Eclipse, IntelliJ, Linux, Vim, Gradle, Maven, NPM, Apache Tomcat, Jenkins, SVN, Digital Ocean, Heroku, Docker

Foreign Languages

Basic skills in Spanish and Chinese