



ANDREW YANG

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EDUCATION

University of Illinois at Urbana-Champaign – College of Engineering

Champaign-Urbana, IL

Bachelor of Science in Computer Science

May 2018 (expected)

- Cumulative GPA: 3.5/4.0; Class Level: Senior
- Relevant Coursework: CS225 Data Structures; CS233 Computer Architecture; CS241 System Programming; CS440 Intro to Artificial Intelligence; STAT400 Statistics and Probability.

CERTIFICATIONS

- edX Verified Certificate for CS100.1x Introduction to Big Data with Apache Spark. *July 2015*
- edX Verified Certificate for CS190.1X Scalable Machine Learning. *Aug 2015*
- Berkley Big Data XSeries certificate *Aug 2015*

EXPERIENCE

Entrust Datacard

Shakopee, MN

Software Development Intern

May 2015 – Aug 2015

- Refactored the TruCredential codebase to use foundational libraries using the Spring MVC framework for common functionality across product lines.
- Replaced Log4J with Logback framework for logging Java classes.

CS 196-25: Freshman Honors

Champaign, IL

Project Manager and Course Assistant

May 2015 – Present

- Helped prepare the course's micro-lessons.
- Taught the introduction to languages and frameworks micro-lesson.

NCAA March Madness BracketOdds – CS@UIUC

Champaign, IL

Undergraduate Research Programmer

Oct 2014 – May 2015

- Implemented the "power model" devised by Profs. Jacobson and King, based solely on NCAA seed numbers to generate brackets, with Python, MySQL, and AJAX.
- Integrated the bracket generator with existing static content.
- Exhibited and presented the website and bracket generator at the 2015 UIUC Engineering Open House.

Student Space Systems – Univ. of Illinois

Champaign, IL

Web Developer

Dec 2014 – Present

- Developed the website for Student Space Systems, a technical organization at UIUC, using Node.js and Express.js as a backend framework, and Bootstrap and jQuery on the frontend.
- Deployed the website via Heroku.

SELECTED PROJECTS

Fantasy Smash Bros

July 2015 - Aug 2015

- Designed and implemented an online fantasy draft for Smash Bros. events at the EVO 2015 fighting game tournament.
- Gained experience with Node.js and Express.js framework, Bootstrap and React.js frontend, and Digital Ocean deployment.

Earth Pictures Visualizer

April 2015

- Webapp fetches "hot" landscape photos on Reddit every hour and maps them onto a webpage with Google maps background.
- Used Alchemy API to parse location entities in post titles and fed them to Google's Geocoding API to map each post to a coordinate.

Smoldr, a 2014 54.io startup competition project

Sept 2014

- Designed and worked on a RESTful service for smoke alarms using Node.js and MySQL.
- Team won second place in the 54.io competition.

Arduino Light Show, a 2014 WildHacks project

Nov 2014

- Used C and Python to program a light show on an Arduino chip.
- Invited onstage to present the project alongside other top ten projects.

ACTIVITIES

ACM UIUC Student Chapter, Member

2014-present

- Staff member for the 20th annual Reflection | Projections student tech conference.
- Active member of ADSA, the machine learning special interest group.

CS @ ILLINOIS Splash, Course Teacher

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++, HTML, CSS

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

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

Foreign Languages

Basic skills in Spanish and Chinese