Audrey R. Yang

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EDUCATION

University of Pennsylvania – Philadelphia, PA   (expected) May 2023
- *School of Engineering and Applied Science* – Bachelor of Applied Science in Computer Science
- *College of Arts and Sciences* – Bachelor of Arts in Linguistics
- Cumulative GPA: 3.70/4.00

Relevant Coursework: Data Structures & Algorithms, Programming Languages & Techniques, Automata & Computability & Complexity, Linear Algebra, Discrete Math. **External:** *CodePath* Advanced Software Engineering.

SKILLS

Programming Languages: Python, Java (proficient); C, JavaScript, HTML, CSS, Git (familiar)
Framework: Django (proficient)
Soft Skills: Willingness to learn, teamwork, problem solving, adaptability, presentation, writing

RELEVANT EXPERIENCE

Perelman School of Medicine – Department of Biostatistics, Epidemiology, & Informatics   Philadelphia, PA
Undergraduate Researcher   September 2020 - present
- Utilize natural language processing to build a recommendation system for identification of thrombotic events using clinical notes

The Wharton School – Management Department   Philadelphia, PA
Research Assistant   July 2020 - present
- Gather data to aid in a project about innovation in newly-public firms in a team of 4
- Write Python scripts using the CSV module to process public patent data and extract interesting variables

PennApps Organizing Team   Philadelphia, PA
Development Team Member   June 2020 - present
- Program the hackathon application portal in a team of 6 using Python and Django
- Build features such as blind grader and front-end theme customizer

FIRST Robotics Competition Team 365, The Miracle Workerz   Wilmington, DE
Programming Lead (2018-19), Team Member   September 2016 - May 2019
- Coded robot functions and autonomous routines in Java, adapted code in competitions as programming lead
- Collaborated with executive council to plan team building activities, community outreach events as treasurer

PROJECTS

Seat Booker   July - August 2020
- Launched and maintained a web application, created using Django, that allows users to reserve seats and tracks weekly attendance to aid in local church's COVID-19 reopening plan

Gravity Game – Programming Languages and Techniques Class Project   November - December 2019
- Created a vocabulary quiz game based on Quizlet's "Gravity" using Java's Swing, AWT, and I/O libraries

NON-TECHNICAL EXPERIENCE

MathPlus Learning Center, Inc.   Hockessin, DE
Teaching Assistant   June 2018 - August 2019
- Provided personalized help with math concepts from counting to trigonometry to ~8 students weekly

University of Delaware – Communication Sciences & Disorders Department   Newark, DE
Intern   June - September 2018
- Conducted preliminary testing with ~10 participants and helped develop vocabulary and grammar test to research language acquisition in Mandarin-English bilinguals
- Collaborated with a team of 2 and used JavaScript to program the online test platform