Angela Yang

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OBJECTIVE: Seeking Computer Science Internships

EDUCATION

University of California, Los Angeles (UCLA)   September 2021 - June 2025
Bachelor of Science in Neuroscience, intending to transfer into Computer Science & Linguistics
- GPA: 3.509
- Coursework: Software Construction, Operating Systems, Computer Organization, Object-Oriented Programming, Discrete Mathematics, Linear Algebra, Multivariable Calculus,

Venice High School   August 2017 - June 2021
- Relevant Community College Coursework: Calculus with Analytic Geometry, Statistics, General Physics
- GPA: 4.875 (Valedictorian)
- Science Bowl Captain (2 years), CyberPatriot Co-Captain (1 year)

TECHNICAL SKILLS

- Languages and Frameworks: C++, C, C#, HTML/CSS, Python, Javascript/Node.js
- Software: Blender, Unity, Visual Studio, Git/Github, LaTeX, Linux/Unix,

EXPERIENCE

UCLA Heart Failure Lab (David Geffen School of Medicine Vondriska Lab at UCLA)   July 2019 - Aug 2019
Research Intern
- Researched the epigenetics of heart failure as part of the Physiology Outreach Program.
- Initiated project conducting experiments using citric acid and EDTA chelate to induce cardiomyocyte contractions.
- Equipment Operated: mouse echocardiogram setup, centrifuge, agarose gel, lab pipette, light microscope, Langendorff Apparatus, fume hood, buffer solutions.

UCLA IT Support Center   March 2022 - Present
Asst Customer Support Analyst
- Provided on-call support for 70,000+ UCLA students and faculty.
- Demonstrated customer service skills in a wide variety of network, account management, and cybersecurity issues.

David Geffen Juvenile Idiopathic Arthritis Clinic   January 2022 - Present
- Sole React Native App Developer for health-monitoring app for Dr. Edmund Tsui's ophthalmology clinic.
- Organized and implemented client-requested features with regular feedback and communication.
- Utilized Firebase, React Native, Xcode Developer Tools, Node.js

PROJECTS

OrgoBot   June 2021 - Present
Creator/Game Developer
- Personal project 3D RPG-style mission-based Unity game teaching players organic chemistry synthesis.
- Utilizes: Navigation AI, C# Scripting, Inventory, UI, Scriptable Objects, Post-processing, Blender 3D modeling, rigging, and animating

Birdbrained   November 2021 - Present
Creator/Game Developer
- Personal Project 3D Simulator game allowing players to "turn off" parts of the sprite's brain to learn neurophysiology.
- Utilizes active ragdoll physics, blender 3D modeling and rigging, rigidbody physics, C# scripting, UI.

AWARDS

2020 CyberPatriot platinum tier competitor and semifinalist
- Co-captain, specializing in Linux systems and bash commands.

National Merit Scholarship Winner

2019 USA Biology Olympiad Semifinalist
- Top 10% in the nation

2019 Science Bowl
- 4th place Southern California Regionals