Angel Yang

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY   **Atlanta, GA**
Bachelors of Science | Computational Media (People & Interaction Design)   *May 2021 - May 2025*

Honors: Dean's List (Fall 2021 & Fall 2022)

EXPERIENCE

GEORGIA TECH VIP PROGRAM | Researcher & Developer   **Atlanta, GA**
                                                                                                            August 2022 - Present
- Compiled, analyzed, and documented research data on optimal design strategies to improve and iterate upon the *Reflect!* platform used in academic spaces by Georgia Tech's students and faculty.
- Collaborated with 5 subteam members to deliver bi-monthly research reports of design recommendations that were accounted for by the code development subteam during the platform structural revision process.
- Organized and collaborated with 3 code development subteam members to gather code documentation for the *Reflect!* code base using React.js and Node.js.

PROJECTS

POCKET ACCOUNTANT | Sole UX Researcher & Designer
- Designed a bill estimation and accounting app for mobile vendors to easily track their expenses and make payments on time using Figma.
- Conducted secondary research and usability studies to devise and iterate the app's main user flow for an enhanced user experience of key stakeholders.
- Developed and completed 2 iterations of the wireframe, mock-up, and prototype using feedback from 2 mentors and 8 members of the Georgia Tech design club.

GORDANSEYRAM TWITTERBOT | Programmer
- Developed an interactive Twitter Bot in collaboration with 3 project team members using Node.js and Twitter API.
- Created the follow-back and reply functionality that enables the bot account to follow back new followers and send automated replies to accounts that mentions the bot.

APARTMENT 404 HORROR GAME | Developer
- Collaborated with 4 project team members to develop a web-based, atmospheric horror game in Javascript, HTML, CSS, and DALL-E.
- Programmed the main interactive functionality that allows players to navigate through each game scene determined by button presses.

TECHNICAL SKILLS

- Programming Languages: Java, C, Javascript (Node.js & React.js), Python, HTML/CSS
- Tools/Environments: Git, Android Studio, IntelliJ, A-Frame, Figma, Adobe XD, Illustrator, InDesign, Photoshop
- Operating Systems: MacOS, Linux, Windows