

Angela Yang

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Seeking Software Development Internships and Computer Science Research

EDUCATION

University of California, Los Angeles (UCLA)

September 2021 - June 2025

Bachelor of Science, Computer Science & Linguistics

- GPA: 3.690
- Coursework: Algorithms and Complexity, Data Structures, Software Construction, Artificial Intelligence, Operating Systems, Computer Architecture, Object-Oriented Programming, Programming Languages, Computational Linguistics, Theory of Computation, Discrete Mathematics, Linear Algebra, Multivariable Calculus, Syntax, Phonetics, Phonology, Semantics

Venice High School

August 2017 - June 2021

- GPA: 4.875 (Valedictorian), Science Bowl (4 years, Captain for 2 years), CyberPatriot Co-Captain (1 year)
 - Research Lab Assistant for Dr. Vondriska Heart Failure Lab @ UCLA (Summer 2019)
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TECHNICAL SKILLS

Natural Language Analysis, Full-Stack Web Development, Object-Oriented Programming, Game Development

Languages/Frameworks: C++, C, C#, Python, Javascript/Node.js/Three.js, HTML, CSS, React.js, OCaml, Haskell, Java, Prolog, Scheme, Rust, R, Shiny

Software: Blender, Unity, Visual Studio, Firebase, Git/Github, LaTeX, Bash, Linux/Unix

EXPERIENCE

Verifiable & Control-Theoretic Robotics Lab - UCLA

June 2023 - Present

ML Researcher

- Developed algorithms for Dr. Brett Lopez's VECTR lab, re-engineering autonomous A* navigation algorithm for drones equipping LiDAR sensory input, specifically creating Deep Learning models optimizing velocity polynomials.
- Ensured performance and scalability in complex, multi-agent environments by migrating Python to C++ codebase

Phonetics Lab, Department of Linguistics - UCLA

July 2023 - Present

Webmaster

- Refurbished legacy code and implemented reactive, accessible features, allowing ease of access to lab information and research by phonetics lab at UCLA.

Language Acquisition Lab - UCLA

April 2023 - August 2023

R Developer

- Developed for Dr. Megha Sundara's developmental phonetics lab, responsible for design, development, and deployment of a linguistic analysis application in R utilizing the Shiny library.
- Initiated usage of app as a research tool to parse and organize infant speech phonetics, allowing for data fetching based on phonological environment as well as data visualization and graphics.

UCLA IT Services

March 2022 - Present

IT Support Analyst

- Identified and assisted with technological issues with an emphasis on end-user satisfaction.
- Demonstrated customer service skills in a wide variety of network, account management, and cybersecurity issues.

David Geffen Juvenile Idiopathic Arthritis Clinic - UCLA Health

February 2022 - December 2022

App Developer

- Assembled React Native app for health-monitoring app for Dr. Edmund Tsui's ophthalmology clinic.
 - Implemented and designed user profile, authentication, and communication services in front-end and back-end.
 - Integrated Firebase, React Native, Xcode Developer Tools, Node.js into app and workflow.
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PROJECTS (github.com/ayangelah)

OrgoBot: Personal project 3D RPG-style mission-based Unity game teaching players organic chemistry synthesis. Written in C# with Unity game engine. Blender and Photoshop used to create assets.

DoctorAMA: (QWER Hacks Winner) 24-hour hackathon developing full-stack website to help improve LGBTQ+ access to affirming, confidential healthcare. (hellodoctorama.tech)

FloraFauna: Web app collaborative project for Software Construction class written with React, Node.js, CSS, Firebase, and javascript. Ecological distribution mapping platform for identifying animal and plant sightings.

AWARDS

2023 Hack on the Hill Hackathon 1st Place for Best Game - 12-hour team hackathon building a Scikit Learn Machine Learning Model simulated in Unity 2D game environment to give feedback about player's driving and estimate if users would be prone to road rage given a set of conditions. (devpost.com/software/road-rager)