

# Angela Yang

ayangelah.me • ayangelah@gmail.com • github.com/ayangelah • linkedin.com/in/ayangelah • 310-717-4096

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. Vondrisk Heart Failure Lab @ UCLA (Summer 2019)
- 

## 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

#### 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

#### Researcher/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.
- 

## PROJECTS ([github.com/ayangelah](https://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](https://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](https://devpost.com/software/road-rager))