Stanley Yang

guangyg@cs.washington.edu | linkedin.com/in/stanley-yang-9457b7252 | az15240.github.io

SKILLS

- **Programming Languages:** Java, C/C++, Python, MATLAB, JavaScript/TypeScript, SQL, OCaml, Racket, Excel
- **Frameworks:** JUnit, ReactJS, Java Spark, Java Swing, NumPy, MVC, Figma, Flutter, DuckDB

EDUCATION

University of Washington, Seattle, WA — Expected Graduation: June 2026

Bachelor of Science in Computer Science, Major GPA 3.91/4.00

Relevant Courses: Probability and Statistics, Software Design and Implementation, Data Structures and Parallelism

WORK EXPERIENCES

Teaching Assistant, Seattle, WA — Mar. 2023 – Present

Teaching Assistant in CSE 341 Programming Languages, spring and autumn quarter 2023

- Proficiently led a course centered on **functional programming**, languages design and **interpreter construction**
- The course covered **OCaml** for static typing and **Racket** for dynamic typing
- Led weekly quiz sections and held office hours to support the diverse learning needs of **50+ students**
- Supported professor in homework design, autograder setup, coordinated TA grading, graded **400+ assignments**

Research Assistant, Seattle, WA — Jun. 2023 – Aug. 2023

UW PLSE (Programming Languages and Software Engineering) Lab

- Developed **SQLite** scripts to streamline importing and testing process on datasets with **400+ million data points**
- Conducted **data preprocessing** by parsing and cleaning raw data to address various complex formatting issues
- Expertly executed **16,000+ view scripts and complex queries** on bulk data, ensuring scalability and robustness

PERSONAL PROJECT

Campus Path Finder, Seattle, WA — Feb. 2023 – Mar. 2023

- Developed a **generic ADT** and applied it to a campus map using **Java**, tested with **JUnit framework**
- Designed a **web app** and utilized **React** and **Java Spark framework** to create a user-friendly **GUI**
- Analyzed a **database** comprising **5000+** campus coordinates for navigation between **52** buildings
- Applied **MVC (Model-View-Controller) pattern** for GUI and employed **Dijkstra's algorithm** for navigation

Seating Assignment Program, Wuhan, China — Jan. 2021 – Jan. 2022

- Designed **ADTs** for user accounts and seating layouts using **Java**, enhancing **data organization**
- Implemented a **GUI** using **Java Swing**, facilitating effortlessly editing and exporting of seating plans
- Comprehensively tested with **JUnit** to ensure reliable application performance for a seamless user experience
- Enhanced seating arrangements with customization features, effectively lightening workload on teachers

"Buddies" App at DubHacks '22 Hackathon, Seattle, WA — Oct. 2022

- Led a team of four as the **Project Manager** and **UI/UX Designer** for the "Buddies" App.
- Developed the App using the **Flutter framework** as a platform to connect students in studying and social events
- Orchestrated team brainstorming sessions and skillfully managed project timelines
- Designed the **GUI** using **Figma**, contributing to the visual appeal and usability of the project
- Showcased our project through a video demonstration and live presentation to a panel of judges

Tetris, Seattle, WA — Feb. 2023 – Mar. 2023

- Developed a fully functional Tetris game in **Racket**, showcasing programming proficiency
- Leveraged the **Racket GUI toolkit** to design an engaging and interactive user interface
- Innovatively incorporated extra Tetris blocks and a cheating function to enhance gameplay and user experience

EXTRACURRICULAR/COMMUNITY INVOLVEMENT

Student Volunteer in ACM SIGMOD conference 2023, Bellevue, WA — Jun. 2023

- Volunteered for **six research and tutorial sessions**, assisted **500+ leading scholars in the database field**
- Supported session chairs and presenters in preparing session slides and videos, aiding conference proceedings
- Facilitated prompt audio issue resolution by liaising with the technical team for a cohesive audio experience