Stanley Yang

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SKILLS

- **Programming Languages:** proficient in Java, C/C++, Python; familiar with MATLAB, JS/TS, SQL, Racket
- **Frameworks:** proficient in JUnit, familiar with ReactJS, Java Spark, Java Swing, MVC, Figma, Flutter

EDUCATION

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

Bachelor of Science in Computer Science, Major GPA 3.89/4.00

WORK EXPERIENCES

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

Teaching Assistant in CSE 341 spring and autumn quarter 2023, University of Washington

- Proficiently led a course centered on **functional programming**, languages design and **interpreter construction**
- Led weekly quiz sections and held office hours to support the diverse learning needs of **50+ students**
- Assisted the professor in homework designs, coordinated grading tasks among TAs, graded **200+ 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 application** following the **MVC pattern** for building navigation, using **Dijkstra's algorithm**
- Utilized the **React** and **Java Spark framework** to create a user-friendly **GUI** for campus navigation
- Analyzed a **database** comprising **5,000+** campus coordinates to establish paths between **52 buildings**

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

- Designed **ADTs** for user accounts and seating layouts using **Java**, enhancing data organization
- Improved seating arrangements with **personalized student property customization** features for tailored layouts
- Implemented a **GUI** using **Java Swing**, facilitating effortlessly editing, exporting and printing of seating plans
- Comprehensively tested with **JUnit** to ensure reliable application performance for a seamless user experience

"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 as a platform aimed at connecting students for studying, social events, and more
- Orchestrated team brainstorming sessions and skillfully managed project timelines
- Designed the **GUI** using **Figma**, contributing to the visual appeal and usability of the project
- Initiated coding efforts for the project using the **Flutter framework**, contributing to the technical development

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

- Developed a simple but fully functional Tetris game in **Racket**, showcasing programming proficiency
- Leveraged the **Racket GUI toolkit** to design an engaging and interactive user interface
- Implemented a blend of **functional programming** and **object-oriented programming** techniques in the project
- 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

- 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
- Volunteered for **six research and tutorial sessions**, assisted **500+ leading scholars in the database field**