**Stanley Yang**

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**EDUCATION**

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| **University of Washington,** Seattle, WA  *Bachelor of Science in Computer Science*, Major GPA 3.89/4.00 | Expected Graduation: June 2026 |

**WORK EXPERIENCES**

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| [**Teaching Assistant**](https://courses.cs.washington.edu/courses/cse341/23au/), Seattle, WA  *Teaching Assistant in CSE 341 spring and autumn quarter 2023, University of Washington* | Mar. 2023 – Present |
| * 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**](https://github.com/az15240/SQL-Summer-Research/), Seattle, WA  *UW PLSE (Programming Languages and Software Engineering) Lab* | Jun. 2023 – Aug. 2023 |
| * Developed **SQLite** scripts to streamline importing and testing process on **datasets of 26GB** * 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**

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| [**Campus Path Finder**](https://github.com/az15240/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** | | |
| [**Tetris**](https://github.com/az15240/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 | | |
| **[Seating Assignment Program](https://github.com/az15240/Seating-Assignment-Program)**, Wuhan, China | Jan. 2021 – Jan. 2022 | |
| * Designed **ADTs** for user accounts and seating layouts using **Java**, enhancing data organization * Utilized **File I/O** operations to store account data and seating plans in local files, ensuring easy data retrieval * 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 | | |

**EXTRACURRICULAR/COMMUNITY INVOLVEMENT**

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| **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** | |
| [**Hackathon Team Leader in DubHacks ‘22**](https://github.com/az15240/Buddies), Seattle, WA | Oct. 2022 |
| * Led a team of four in developing the "Buddies" app, 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 | |

**SKILLS**

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| * **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 |