**Stanley Yang**

[guangyg@cs.washington.edu](mailto:guangyg@cs.washington.edu) | [linkedin.com/in/stanley-yang-9457b7252](http://linkedin.com/in/stanley-yang-9457b7252) | [az15240.github.io](https://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  *Bachelor of Science in Computer Science*, Major GPA 3.91/4.00 | Expected Graduation: June 2026 |
| Relevant Courses: Probability and Statistics, Software Design and Implementation, Data Structures and Parallelism | |

**WORK EXPERIENCES**

|  |  |
| --- | --- |
| [**Teaching Assistant**](https://courses.cs.washington.edu/courses/cse341/23au/), Seattle, WA  *Teaching Assistant in CSE 341 Programming Languages for three quarters* | Mar. 2023 – Present |
| * 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**](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 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**](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 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**](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** * 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**](https://github.com/az15240/Buddies), 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**](https://github.com/az15240/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 | |