

MAGGIE YANG

19yangmaggie@gmail.com
<https://maggie-yang.netlify.app/>
[linkedin.com/in/yang-maggie](https://www.linkedin.com/in/yang-maggie)

EDUCATION

California Polytechnic University - San Luis Obispo, CA

Master's in Human Computer Interaction

June 2024

BS. in Software Engineering, Minor in Computing for Interactive Arts

Sept. 2019 – June 2023

EXPERIENCE

Software Engineer Intern | Disney

June 2023 – Present

- Promoted innovative guest experiences by leveraging software expertise and keen interest in hardware to design and develop motion detection-based prop
- Created a media analyzer to improve file optimization and page performance June 2022 – Sept. 2022
- Facilitated cross-communication among teams to ensure user experience aligns with international clients' interests

PROJECTS

Cosmic Orchards | (C#, Unity)

January 2023 – June 2023

- Developed an interactive experience through Unity programming and integration of both VR and desktop versions to illustrate individual impact towards climate change
- Proficiently managed the entire development process from ideation and programming to debugging and playtesting

SLO Hikes | (JavaScript, React, Node.js, HTML, CSS)

February 2021 – March 2021

- Guaranteed the delivery of high-quality software by employing code linters, conducting rigorous unit and acceptance testing, and implementing continuous integration and deployment processes
- Unified the team through efficient task division, transparent communication, and diligent performance with 115 code commits

LEADERSHIP & INVOLVEMENT

Hack4Impact

Co-Executive Director

June 2022 – Present

- Achieved a 84% increase in applications and 62% increase in membership through the implementation of diverse campus engagement strategies
- Increasing college's local relationship by facilitating conversations between professors and clients to integrate databases into class curricula, also earning the prestigious Cal Poly Community Service Award

Director of Outreach and Product

June 2021 – June 2022

- Connected with over 66 local nonprofits and conducted interviews to analyze feasibility and impact of potential projects towards the club and community

Software Developer

September 2020 – June 2021

- Fostered a productive and collaborative work environment by actively engaging in weekly Agile sprints for full-stack development

SKILLS

Coding Languages: JavaScript · TypeScript · Python · Java · C · C# · HTML · CSS · SQL · Racket

Libraries & Frameworks: React · Node.js · Angular · Express · NLTK · spaCy

Tools & Platforms: Git · OpenGL · MongoDB · Bash · Jenkins · Nexmosphere · Jira · Figma · Illustrator

· Photoshop · Adobe XD · InDesign · Substance Painter · Maya · Salesforce