

# Bojin (Max) Yao

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## Experience

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### CSM Junior Mentor | UC Berkeley

January 2018 - May 2018

- Hold weekly one hour sessions and manage emailing for a group of four students in Data Structures to walk through assigned worksheets, teach class core-concepts, and answer any question related to coursework.

### Summer General Intern | OnePieceWork | San Francisco

May 2017 - June 2017

- Shadowed company founder and management and assisted in managing daily operations to gain insights on building a scalable business operation at a startup technology company that was funded by investors.
- Planned live events to promote the company's brand, generate awareness in the investor community, and target potential new customers.
- Interacted with existing clients to have a better understanding of their needs. Articulated clients' feedback to company management and contributed ideas to improve the company's services.
- Participated in negotiation with vendors to establish long-term partnerships.
- Researched and created a list of potential new clients. Contacted potential new clients to discuss the company's value propositions and distinguished services. And tracked data in excel model to create internal reporting for management.
- Managed the company's social media accounts and public relations: Facebook + Twitter.

### Beauty & Joy of Computing Academic Intern | UC Berkeley

January 2017 - December 2017

- Assisted students with lab practices and homework problems. Explained and taught various concepts to advance students' knowledge of computer science. Helping students with their Midterm, and Final projects. Main Language: Python3

## Projects

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### Java Project "*Gitlet: version-control system*"

November 2017 - December 2017

[Data Structures] a simple version-control system to mimic Git. Capable of save/restore entire contents of files, view history of backups, maintain branches, and merge changes made in different branches. [Project Spec](#) | [Source Code](#)

### Python Project "2048"

May 2017

[Personal] replicated 2048 using both functional and object-oriented programming, no GUI. Featured text UI, flexible board size, working score counter, object-based numbers. | [Source Code](#)

### Python Project "Snake"

November 2016

[Personal] replicated the Snake game with both functional and object-oriented programming. Featured text UI, flexible board size, starting position, starting snake length, and teleportable walls. | [Source Code](#)

## Education

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### University of California Berkeley

September 2016 - May 2020

Degree: Bachelor of Arts | Major: Computer Science | Overall GPA: 3.86

- **Relevant Coursework:** CS10 (Beauty & Joy of Computing), CS 61A (The Structure & Interpretation of computer programs), CS61B (Data Structures), CS70 (Discrete Math & Probability Theory), Math 54 (Linear Algebra & Differential Equations), Stat 134 (Concepts of Probability)
- **Extra Curricular:**
  - UPE Candidate for Top 3<sup>rd</sup> Declared CS majors | [More Info](#)
  - CSM Junior Mentor for Data Structures | [More Info](#)

## Skills

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- Languages: Fluent in Mandarin
- Programming Languages: Java, Python, some C, Scheme, HTML, CSS, some SQL
- Technologies: MacOS, Windows, Ubuntu Linux, Git, Microsoft Office, Pages, Keynote, Unix