Bryan Yan

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SKILLS

Java, Python, C, HTML/CSS,
Javascript/jQuery

Flask, Tornado, node.js, d3.js,
Ruby on Rails

English, Mandarin, French

COURSEWORK

Fundamentals of Programming
Principles of Imperative Computation
Principles of Software Construction
Introduction to iOS Development
Statistical Reasoning and Practice
Introduction to Probability Theory

Spring 2016:
Introduction to Machine Learning
Advanced Mobile Robot Dev
Introduction to Math Software
Regression Analysis
Introduction to Statistical Inference

EDUCATION

Carnegie Mellon University
B.S Statistics and Machine Learning, Minor in Software Engineering
Expected Graduation Date: December 2017

EXPERIENCE

Center for Machine Learning and Health - Research Assistant
Pittsburgh, PA -- January 2016 - Present
Code available upon request.

- Working on parsing data produced by Genamap to render a matrix view and
dendrograph using d3.js with zoom in/out capabilities.
- Shows a gradient according to correlation values, and hovering over data points shows
trait/gene marker names and correlation values.

CMU Social and Decision Sciences Research Assistant - Web Developer
Pittsburgh, PA -- October 2015 - December 2015
Code available upon request.

- Using the Amazon Mechanical Turk API, developed HITs by displaying an image and
textbox, capturing every keystroke with a timestamp. Used Python, HTML, and Javascript.

ScottyLabs Core Tech Member
CMU Student Organization -- Fall 2015 - Present

- Help coordinate and mentor TartanHacks, CMU's largest hackathon.
- Speak at tech talks and workshops on campus, including talks on Flask.
- Built CMUCourses using Tornado to demonstrate usages of the ScottyLabs Course API

PROJECTS

Let's Raise the Stakes - Spring 2016 — In Progress
www.github.com/bryanyan/fightmescrub

- Web application allowing the user to create bets on different personal matches for the
game League of Legends.
- Built on node.js utilizing the Venmo API and League of Legends API.

Riot API-tems - Summer 2015
www.github.com/bryanyan/APItemChanges
https://riotapitems.herokuapp.com/

- Web application created for Riot's API Challenge 2.0
- Provides pre item change and post item change statistics for every champion.
- Worked on views using HTML/CSS and nvd3.js. Wrote Python scripts to utilize Riot's
API, to parse through JSON files, and to write pertinent data into separate JSON files.

FitLog - Summer 2015/Winter 2016
www.github.com/bryanyan/Fitness-Log / www.github.com/bryanyan/fitpts

- Web application moved to Rails to log physical activity on a calendar.
- Originally built in Flask to keep points while providing a weekly and overall leaderboard.

HONORS AND AWARDS

PNC Center for Financial Services Innovation - 3rd Place
Pittsburgh, PA - November 2014

Proposed "PNC Buzz", a social media application that would aggregate transaction data
for real time trending information in a hyper-local context.

DECA International Conference - Creative Marketing Project 2nd Place
Atlanta, GA - May 2014

Tailored reddit website to a larger viewer base by promoting educational aspects of the
site and by revamping their advertisement system.