Bryan Yan

41049 Cornac Terrace, Fremont CA 94539

(510) 676-5325 | bryanyan@andrew.cmu.edu | bryanyan.github.io | bryanyan | bryanyan96

Education

Carnegie Mellon University   *Pittsburgh, PA*

EXPECTED GRADUATION: MAY 2018   *Aug. 2014 - PRESENT*

B.S Statistics and Machine Learning, Minor Software Engineering

Experience

Center for Machine Learning and Health   *Pittsburgh, PA*

RESEARCH ASSISTANT - FRONT END SOFTWARE ENGINEERING INTERN   *Jan. 2016 - Present*

- Working on parsing data produced by GenAmap to render a matrix view and dendrograph mapping gene markers and traits.
- Different features including zoom in/out, a gradient, hover tooltips, and minimap.
- Used HTML, CSS, Javascript/jQuery, and d3.js.

Carnegie Mellon Google Lunar X-Prize Team   *Pittsburgh, PA*

SOFTWARE DEVELOPER   *Jan. 2016 - Present*

- CMU Google Lunar X-Prize Team sending rover to the moon
- Worked on pathfinding algorithms as well as the UI for SCOT-T

Carnegie Mellon Social and Decision Sciences Department   *Pittsburgh, PA*

RESEARCH ASSISTANT - WEB DEVELOPER AND PROGRAMMER   *Oct. 2015 - Dec. 2015*

- 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   *Pittsburgh, PA*

CORE TECH MEMBER   *Sept. 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 CourseAPI

Select Projects

Clarifai Champions Developer Evangelist Projects

HTTPS://GITHUB.COM/BRYANYAN/CLARIFAI-CHAMPS   *Spring 2016*

- Developer Evangelist Program run by Clarifai, a deep learning image recognition company in NYC.
- Built various tech demos, gave tech talks, and created writing projects using Rails, Flask, the Clarifai API, and D3.js.

Riot API-tems   *https://riotapitems.herokuapp.com/*

WWW.GITHUB.COM/BRYANYAN/APITEMCHANGES   *Summer 2015*

- Provides pre item change and post item change statistics for every champion.
- Worked on views using HTML/CSS and nvd3.js, and wrote Python scripts to utilize Riot's API and to parse/write JSON files.

Let's Raise the Stakes

WWW.GITHUB.COM/BRYANYAN/FIGHTMESCRUB   *Summer 2016 - In Progress*

- 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.

Skills and Relevant Coursework

RELEVANT COURSEWORK

36-226	Introduction to Statistical Inference
15-122	Principles of Imperative Computation
15-214	Principles of Software Construction
10-601	Introduction to Machine Learning
16-865	Advanced Mobile Robot Development

SKILLS

Languages	Python, Java, C, HTML/CSS, Javascript/jQuery
Tech	Flask, Tornado, Rails, node.js, d3.js, Bootstrap, Materialize, git
Spoken	English, Mandarin, French