

Bryan Yan

41049 Cornac Terrace, Fremont CA 94539

☎ (510) 676-5325 | ✉ bryanyan@andrew.cmu.edu | 🏠 bryanyan.github.io | 📱 bryanyan | 🌐 bryanyan96

Education

Carnegie Mellon University

EXPECTED GRADUATION: MAY 2018

B.S Statistics and Machine Learning, Minor Software Engineering

Pittsburgh, PA

Aug. 2014 - PRESENT

Experience

Center for Machine Learning and Health

RESEARCH ASSISTANT - FRONT END SOFTWARE ENGINEERING INTERN

Pittsburgh, PA

Jan. 2016 - May 2016

- Parsed data produced by GenAmap to render a matrix view, 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

SOFTWARE DEVELOPER

Pittsburgh, PA

Jan. 2016 - May 2016

- 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

RESEARCH ASSISTANT - WEB DEVELOPER AND PROGRAMMER

Pittsburgh, PA

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

CORE TECH MEMBER

Pittsburgh, PA

Sept. 2015 - Present

- Help coordinate and mentor TartanHacks, CMU's largest hackathon.
- Speak at tech talks and workshops on campus, including talks on Flask.

Select Projects

Clarifai Champions Developer Evangelist Projects

[HTTPS://GITHUB.COM/BRYANYAN/CLARIFAI-CHAMPS](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-items

WWW.GITHUB.COM/BRYANYAN/APIITEMCHANGES

<https://riotapitems.herokuapp.com/>

Summer 2015

- Provides pre item change and post item change statistics for every champion in the game League of Legends.
- 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 using node and React, utilizing the Venmo API and League of Legends API.

Skills and Relevant Coursework

15-214 Principles of Software Construction
10-601 Introduction to Machine Learning
16-865 Advanced Mobile Robot Development
36-401 Modern Regression*
36-350 Statistical Computing*
15-213 Introduction to Computer Systems*
15-313 Foundations of Software Engineering*
15-381 Artificial Intelligence: Representation and Problem Solving*

Languages Python, Java, C, HTML/CSS, Javascript/jQuery, R, MATLAB, Maple, Go*
Tech Flask, Tornado, Rails, node.js, D3.js, React, git, \LaTeX
Spoken English, Mandarin, French

*In Progress/Learning