

Bryan Yan

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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 - 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

SOFTWARE DEVELOPER

Pittsburgh, PA

Jan. 2016 - Present

- 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.
- Built CMUCourses using Tornado to demonstrate usages of the ScottyLabs CourseAPI

Select Projects

Clarifai Champions 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 and writing projects using Rails, Flask, and the Clarifai API.

Riot API-items

[WWW.GITHUB.COM/BRYANYAN/APIITEMCHANGES](http://www.github.com/bryanyan/apitemchanges)

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

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](http://www.github.com/bryanyan/fightmescrub)

Spring 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