Bowen Yang

3920 Suwanee Place Dr • Suwanee, GA 30024 • 770-855-8762 • byang9@uga.edu

OBJECTIVE

To challenge myself by exploring many different aspects of the computer science industry!

EDUCATION

The University of Georgia - Athens, GA   May 2013-May 2017
Computer Science & New Media certificate
Major GPA: 3.96 out of 4.0
Computer Science Classes:Web Design, Game Programming, Software Engr, Data Structure, and Computer Networks
Math Classes: Calculus I & II, Multivariable Calculus, Differential Equations, Discrete Math

SKILLS

Most experienced Language: Java & web design
Have used in past (easy to pick up): C, C++, Python, Swift 2
Website: www.pseudodream.com
GitHub: github.com/byang9

PROJECTS & EXPERIENCE

OLISTRENGTH www.olistrength.com   May 2016 - July 2016
Web Developer
2016 Internship, where I worked in a team of 2 to create a webpage for university coaches.
- Coded mostly in PHP & Javascript;
- used AJAX to query data from a Parse database, which allowed the website to update the webpage without reloading the page.
- Optimized the code to make it run twice as fast by reducing the number of queries made and calculations done.
- Worked with university football coaches to make the webpage easier to use.

Projects in Java & JavaScript   2014 - Current
- RecDawgs - A Recreational Sports Management System designed to support the management of several recreational sports leagues for a small college with minimal involvement of college staff. Created using Java Servlets, web programming, mySQL, etc..
- Pong, photo editor, & Brick Breaker in Java - Created multiple applications using Java Swimg and later JavaFX.
- Pong & PacMan in Javascript - Created a twist on pong and PacMan coded entirely in Javascript
- Collect-em & "A Game" - created 2 games using the ImpactJS game engine
- "A Game" Unity Version - recreated "A Game" in Unity, with more content and a 3d world.

Projects in Swift
Currently taking an online course on the latest version of Swift 2. Some programs I have created include:
- A unit conversion app, a timer app, and a Tic-Tac-Toe game that used animations
- To-Do-List app that stored the items in NSUserDefaults
- Favorite Places app,which allowed you to save locations around you.Used Geocoding to gather location and address.
- Weather forcast app, which took data from an online webpage

CAMPUS AND COMMUNITY INVOLVEMENT

Hackathons
- Participated in hackEmory. Created a Shopping with friends app, which integrated the facebook api into a shopping site. (4/8/2016)
- Participated in hackGSU and created a gamification of Shopping webapp. Won 1st place in the GE algorithm challenge.(3/25/2016)
- Participated in UGAHacks, where we created a website that gave book pricing. Won best use of BookFinder api. (10/23/2015)
- Participated in the AT&T Mobile app Hackathon, where we created an android app to rename the Harman Omni 10. (9/11/2015)
- Participated in HackNC, a more famous Hackathon. Met other avid app creators, and learned a good bit about IOS dev. (10/9/2015)

UGA AASA Athens, GA   August 2013 - Present
- AASA works to promote cultural diversity and awareness of Asian American customs and politics.
- Active member, attending every meeting. Helped set up events.

IEEE Athens, GA   January 2015 - December 2015
- My team placed 2nd in the Ethics competition at Southeast Con (2015), where I organized and helped present our presentation.
- Design manager for the Robot.