Brian Yee

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Coding

HTML / CSS
JavaScript / AJAX
Ruby / Ruby on Rails
Python
PHP
ActionScript / Flex
Java
C

Activities

Carnegie Mellon
Computing Services
  Cluster Consultant
OfficeMax
  ImPress Sales Assoc.
Gelfand Center
  Webmaster
Bhangra in the Burgh
  Webmaster

Bragging Rights

Wall Street Journal -
Revenge of the Nerds
  goo.gl/XGGOn
Most Poachable
College Students
  goo.gl/EcH6f

Experience

Google, Inc.
YouTube Web Dev Intern,
Google Student Ambassador
San Bruno, CA　　　　　*Summer 2011*

Worked on YouTube's HTML5 player, embeds and comment pages. Reduced the size of the embedded player nearly 75%, reskinned the HTML5 player and worked with two other interns to prototype parts of a threaded comment system.

IBM
Software Engineering Co-Op (UX)
San Jose, CA　　　　　*Summer 2010*

Prototyped and created an application to help new users with IBM's enterprise database products using "serious play." Worked with designers to develop mock-ups and implemented clickable prototypes in Flex.

Hairbop.com
Developer
Remote　　　　　*Summer 2010*

Built forms and landing pages for a startup using Ruby on Rails, HAML and SASS. Worked on improving user flow and tweaking landing pages to increase conversions.

Cadence Design Systems, Inc.
Intern
San Jose, CA　　　　　*Summer 2007*

Lead a team of interns to assist the IT department in various tasks - physical audits, laptop repair and data recovery. Created a system using barcode labels, Microsoft Excel and Microsoft Access to keep track of server configurations.

Education

Carnegie Mellon University
Master of Human-Computer Interaction, '12
Graduating August 2012

B.S. in Information Systems, '12
B.S. in Human-Computer Interaction, '12
Graduated with University Honors

Teaching Assistant
67-205 - Front End Engineering
67-250 - Information Systems Milieux
67-272 - Application Design & Devel.
67-328 - Dist. Application Development
67-371 - Fundamentals of System Devel.
05-863 - HCI for Technology Executives

Projects

Vision Tracking
As part of my senior HCI project, my team investigated the use of vision tracking to aid physically disabled persons in controlling a computer.

A prototype was constructed and tested, and several types of interaction (dwell, swiping, etc.) were used in evaluating the best means of creating a usable experience.

LinkedIn Hackathon
Reached the finals in a 24-hour hackathon by constructing a Node.JS and Socket.IO-powered version of Rock Band, syncing three players' actions in real-time.

Yahoo! Hackathon
Worked in a small team to hack together a web app in 24 hours. Our applications have placed first in the HackPitch competition two years in a row.

Hacks include ReStream, a collaborative streaming-media website using Node. JS; personally created a chat widget and wrote all the front-end code.