

# David Yang

davidmyang@berkeley.edu | davidmyang.github.io | linkedin.com/in/davidmyang | github.com/davidmyang

## Education

### University of California, Berkeley

Aug 2021 – May 2025

B.A. in Computer Science & B.A. in Linguistics; GPA: 3.9/4.0

Berkeley, CA

- **Relevant Coursework:** Language and Thought, Data Structures, Efficient Algorithms, Data Science, Quantitative Linguistics, Syntax, Phonetics, Phonology, Historical Linguistics, Discrete Math and Probability

## Research Experience

### Language and Cognition Lab

Sep 2024 – Present

Advisor: Terry Regier (UC Berkeley)

Berkeley, CA

- Developed language-specific grammars for a diverse set of natural and optimal artificial languages.
- Implemented an evolutionary algorithm to examine how constraints on number grammars shape order in artificial numeral systems.
- Tested how natural languages optimize the sum of lexicon size and morphosyntactic complexity, as well as the role of the prior distribution.

### Information Sciences Institute

Jun 2024 - Aug 2024

Advisor: Alex Spangher (USC)

Los Angeles, CA

- Designed and implemented scripts on an HPC cluster to analyze newsworthiness factors in city council meetings.
- Leveraged vLLM and topicGPT to extract and classify multi-level concepts in city policies, enabling automated policy categorization.
- Conducted statistical analysis using logistic regression models to evaluate predictive factors of newsworthiness.

### Ti Lab

Mar 2022 - Present

Advisor: Samson Petrosyan & Grigory Tikhmirov (UC Berkeley)

Berkeley, CA

- Building a novel VR application that enables users to design and simulate custom DNA nanostructures.
- Implementing advanced features such as multi-component structures and layered abstraction views.

## Professional Experience

### Veeva Systems

May 2024 - Aug 2024

Software Engineering Intern

Pleasanton, CA

- Developed client-side React components for object controls to enhance usability for developers utilizing UISDK.
- Resolved UI defects and implemented unit tests for UISDK to improve stability and reliability.

### Optum

Jun 2022 - Aug 2022

Software Engineering Intern

Eden Prairie, MI

- Developed an ML model using PySpark ML to predict pharmaceutical drug prices with 92% accuracy.
- Built a React-based frontend for an improved user experience and integrated Spring Boot for efficient backend API handling.

## Teaching Experience

### CS61B: Data Structures

Jan 2023 - Present

Teaching Assistant, Infrastructure Lead (5 semesters)

Berkeley, CA

- Taught weekly discussion sections for 30+ students, covering implementation and theory of data structures.
- Developed course tools as part of the internal infrastructure team, improving automated grading, office hours tool, and student extensions.

## Skills & Activities

**Programming Languages:** Python, R, Java, C#, C, HTML/CSS, SQL, RISC-V, x86, OCaml

**Tools:** Jupyter Notebook, Git, Pandas, NumPy, Praat, Unity, SBATCH, TensorFlow, React.js

**Interests:** Rockclimbing, Running, Languages, NYT word games, Piano, Saxophone