David Yang

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EDUCATION

University of California, Berkeley
Aug 2021 - May 2025

B.A. Computer Science and Linguistics *GPA: 3.9*

- CS Coursework (* = current): Operating Systems*, Data Structures, Efficient Algorithms, Computer Security, Computer Graphics, Machine Structures, Foundations of Data Science, Discrete Math/Probability Theory
- Ling Coursework: Computational Linguistics*, Sociolinguistics*, Syntax, Phonology, Phonetics, Cognitive Linguistics

SKILLS

- Programming Languages: Java, Python, C#, C, HTML/CSS, SQL, RISC-V
- Frameworks/Libraries: Git, Unity, Django, TensorFlow, React.js, JUnit, SpringBoot

EXPERIENCE

Veeva Systems
May 2024 - Aug 2024

Software Developer Intern *Pleasanton, CA*

- Implemented client-side React components of object controls to allow ease of use for app developers using UISDK
- Fixed UI defects and created unit tests related to the UISDK and Document Viewer & Annotations products

UC Berkeley EECS
Jun 2023 - Present

CS61B (Data Structures) Teaching Assistant *Berkeley, CA*

- Teaching over 30 students in discussion and lab about data structures, algorithms, and software design in Java
- Leading weekly office hours and project parties to help students with debugging and conceptual questions
- Assisting professors with creating and testing coding assignments, discussion worksheets, and exams
- Building infrastructure tools like an EdStem scraper to improve teacher and student-side experience

Ti Lab at Berkeley
Mar 2022 - Present

Undergraduate VR Researcher *Berkeley, CA*

- Building a novel VR application for users to create and simulate their desired DNA nanostructures
- Developing advanced operations such as multi-grid movement and layers of abstracted view using C# in Unity

UnitedHealth Group
Jun 2022 - Aug 2022

Software Engineering Intern *Eden Prairie, MN*

- Created a machine learning model with PySpark ML to predict pharmaceutical drug prices
- Utilized 250 million rows of claim data to test model to 92% accuracy, within a cent of the true drug price
- Designed a React website for a better frontend experience and used Springboot for HTTP requests

PROJECTS

ASL Detection Model | *Python, TensorFlow, Jupyter* | Demo

- Developed a TensorFlow model that detects American Sign Language letters in real time with 90% accuracy
- Collected personal dataset for letters A-E using OpenCV and Python scripts on Jupyter notebook

24 Math App | *Java, XML* | Demo

- Constructed an Android application for the 24 math game using Android Studio
- Includes three unique game modes, high scores, ads, light/dark themes, and music/sound effects
- Won the Congressional App Challenge for Florida District 2

Pathfinding Visualizer | *React, JS, CSS* | Website

- Built an educational React application for visualizing five different pathfinding algorithms
- Allows users to draw blocks to learn exactly how search algorithms redirect and find target point

EXTRACURRICULARS

Computer Science Mentors
Aug 2022 - Dec 2023

CS61B Senior Mentor *Berkeley, CA*

- Taught weekly student-focused sections about data structures, algorithms, and exam preparation
- Guided family meetings to discuss data structure concepts and CS pedagogy with junior mentors
- Created mock exams and debugged discussion worksheets to provide students with more resources