Eric Yang

Linkedin: linkedin.com/in/ericy3
Github: github.com/ericy3

Email : e.ericyang.y@gmail.com
Mobile : +1-949-241-3493

Education

- **University of California, Berkeley** — Berkeley, CA
  Bachelor's in Computer Science; GPA: 3.49 — *Aug 2021 - May 2025*

  Completed Courses: Structure and Interpretation of Computer Programs (Python), Designing Information Systems I + II, Data Structures (Java), Foundations of Data Science, Multivariable Calculus, Discrete Mathematics and Probability Theory, Machine Structures (C), Principles and Techniques of Data Science, Linux System Administration, Economic Demography (R).

  Planned Courses: Operating Systems, Computer Security, Human Contexts and Ethics of Data, Efficient Algorithms and Intractable Problems.

Experience

- **Sysdig** — San Francisco, CA
  Software Engineer Intern — *May 2023 - Present*
  - Collaborating on a team developing a ChatGPT-powered assistant capable of generating, verifying, and explaining valid promQL queries and answering questions relating to platform-specific parameters and questions, tuned through various different prompt engineering strategies.
  - Building a responsive chat sidebar, using React.js and Typescript, to carry out real-time user-client interaction with message history persistence while using WebSocket API to connect to the backend.
  - Implementing new designs and components into user interface storybook and ensuring seamless integration with security and monitoring services.
- **Codify** — Berkeley, CA
  Developer — *January 2023 - Present*
  - Developed, in React Native, a more responsive mobile home page frontend interface for a GPT-3 powered text generator app with over 2500+ downloads, Scribble AI.
  - Implemented automatic scroll functionality for category selection of the "Inspire Me" feature and more organized user interface for video and buttons in the "Help" section.
  - Revamped text loading page to allow text generation streaming for a more immersive user experience and banner ad display skeleton for future app monetization.
- **Berkeley Legends (Riot Games at Berkeley)** — Berkeley, CA
  Board Member — *September 2022 - Present*
  - Integrated an interactive multi-tabbed photo gallery page into the official website for a community of over 2,500 people, using React.js.
  - Creating a Python backend, with PostgreSQL and AWS, for a more accessible and efficient process to update gallery photos, shop items, and event information.
  - Implementing login page, using Google OAuth, to isolate board-specific functions to ensure website security in actions such as photo upload and event updates.

Skills Summary

- **Languages**: Java, Python, C, RISC-V Assembly, React.js, Typescript, HTML, CSS, SQL, Bash
- **Tools**: NumPy, Pandas, GIT, Matplotlib, Vim
- **OS**: Windows, Linux, MacOS

Projects

- **Gitlet**: Created a lightweight version control system, based on the popular version control system Git, using Java. Utilized file persistence and serialization principles to maintain files and directories. Implemented many key Git commands such as add, commit, checkout, branch, and merge.
- **Snake**: Built the classic arcade video game "Snake" in C. Utilized memory allocation and file operations to allow for multiple snakes and custom board file loading capabilities.
- **Ataxx**: Built the popular arcade classic "Ataxx" in Java, maintaining all of the original game's board functionality, logic, and scoring. Implemented the minimax algorithm with Alpha-beta pruning to develop an AI opponent with a self-chosen heuristic. Designed an interactive user interface with adjustable settings using the Java Graphics class.
- **Scheme Interpreter**: Developed, with Python, an interpreter capable of understanding Scheme syntax and carrying out the "Read-Eval-Print" cycle. Optimized code for certain cases in the "Eval" stage to support tail recursion. Implemented common Scheme expressions such as define, lambda, cond, let, begin, and quote.