

Grace Yang

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EDUCATION

Northwestern University | McCormick School of Engineering - Evanston, IL

Expected Graduation Year: 2026

Bachelor of Science, Computer Science

GPA: 3.5/4.0 | Dean's List 2x

- **Relevant Coursework:** Computer Systems Security, Scalable Software Architectures, Intro to AI, Intro to Machine Learning, Intro to Computer Systems, Math Foundations of Computer Science, Data Structures and Algorithms I & II, Engineering Communication and Design I & II

EXPERIENCE

Future Dial Inc.

Sunnyvale, CA

Software Engineer Intern

June 2024 - Sept 2024

- Improved the SMART Receive Mobile Grading Machine by adding new evaluation components to improve grading accuracy and redesigned the UI to enhance usability.
- Developed a Python tool to automate client usage data calculations which reduced billing errors by 60% and saved hours in manual review time.
- Produced and edited 2 high-quality product demo videos to introduce new products to global field engineering teams.

Anytime AI

Armonk, NY

Software Engineer Intern

Mar 2024 - June 2024

- Built a document processing system using OpenAI's API to summarize case briefs in minutes, streamlining a core function of AnytimeAI's legal assistant and broadening its applications.
- Upgraded the company website by collaborating closely with marketing interns and the CEO to ensure a polished, more client-ready appearance.

PROJECTS

Recipe App

Evanston, IL

Built a recipe generator app. [\(link\)](#)

Oct 2024 - Dec 2024

- Designed a serverless system architecture using AWS technologies and a MySQL database to store user profiles, allergies, and recipes, ensuring efficient data management.
- Fetched recipes from a public API, and utilized OpenAI API for cost estimation.

CTA Bus Stop Software

Evanston, IL

Built a university bus stop finder app. [\(link\)](#)

Oct 2023 - Nov 2023

- Developed a C++ program to integrate CTA bus stops with Northwestern's Open Street Maps, enabling nearest stop identification for users.
- Leveraged the CTA Bus Tracker API to fetch real-time bus arrival predictions and implemented exception handling for robust data processing.

Unity Pizzeria

Bellevue, WA

Developed a pizzeria simulation game in Unity. [\(link\)](#)

Mar 2023 - June 2023

- Team leader for the development of an interactive pizzeria simulation game using Unity 2D.
- Oversaw the design of both front-end and back-end functionality to create a seamless user experience.
- Wrote a dynamic distance-based scoring algorithm and random order system, enhancing gameplay realism and challenge.

SKILLS

Coding Languages: Java, Python, C, C++, SQL, x86 Assembly, PHP, Linux Script, JavaScript, HTML, CSS

Libraries & Tools: LangChain, Flask, ReactJS, AWS (Lambda, S3, RDS, API Gateway), Docker, Unity 2D, Git, Node.js, PyMySQL, PyMuPDF, Bootstrap, Android Studio, Xcode

Soft Skills: Virtual Communication, Conflict Resolution, Creative Problem-Solving, Team Leadership

Hobbies & Volunteering: Sculpting, Jewelry-Making, Video-Creating, Salvation Army Kitchen Volunteering