

HELEN XU YANG

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EDUCATION

Cornell University (Ithaca, NY)

08/2019 - Expected 05/2023

Bachelor of Science in Computer Science, 4.05/4.3 GPA (3.94/4.0)

EXPERIENCE

Meta

06/2022 - 8/2022

Software Engineering Intern - Litho, GraphQL, Kotlin, Hack

- Implementing frontend designs for Facebook Login for Gaming using both Android and server-side rendering UI frameworks

Curriculum Associates

06/2021 - 12/2021

Software Engineering Co-op - React, JavaScript

- Improved the accessibility of a digital learning platform for screen reader and refreshable braille display users based on WCAG standards and user testing
- Revamped graphic organizer activity to provide screen reader users an equitable pedagogical experience to sighted users

Enhancing Ability Lab, Cornell Tech

06/2020 - 6/2021

Research Intern - AFrame, Three.js, HTML, JavaScript

- Submitted a paper on educators' usage of virtual reality for remote education
- Designed and implemented a WebVR-based 3D environment with audio features as a prototype to explore how to improve the accessibility of navigation in virtual reality for users who are blind

PROJECTS

Libe

06/2022 - Present

React, NextJS, MUI, Firestore - TypeScript

- Collaborating with a partner to develop a website for managing Science Olympiad tournaments
- Implementing UI and API routes using dynamic routing for tournament creation and scoring

Plume

LibGDX - Java

01/2022 - 5/2022

- Co-lead a team of 7 students to design and develop a desktop 2D platformer game
- Developed custom level editor, character animations, level selection menu
- Won Most Innovative at the 2022 Game Design Initiative at Cornell Showcase

Carriage, Cornell Design & Tech Initiative

02/2020 - 8/2021

Flutter - Dart

- Contributed to building a platform for CULift, Cornell's paratransit service for students with disabilities
- Implemented frontend designs for managing ride schedules in the mobile apps for riders and drivers
- Tested and ensured screen reader accessibility of primary user flows in the rider app

SKILLS

• **Languages:** Proficient in Java, Dart; moderately proficient in Kotlin, Hack, JavaScript/TypeScript; familiar with OCaml, Python, MATLAB, C#

• **Technologies:** React, NextJS, Firestore, Flutter, Litho, Git