Yangyang He

New York City, NY
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EDUCATION

COLUMBIA UNIVERSITY
MS in Computer Science
Expect Dec 2019 | New York City, NY
Vision and Graphics Track
Coursework in-progress: UI Design,
Physics-based Animation, AI

COLLEGE OF WILLIAM & MARY
BS in Computer Science and
Film and Media Studies
May 2018 | Williamsburg, VA
Magna Cum Laude Honors Degree
Honors in Computer Science
Coursework: Game Design and
Development, Computer Animations,
Computer Graphics, Database Systems

SKILLS

PROGRAMMING
Proficient
Python • Java • HTML • CSS •
Git • LaTeX
Familiar
C++ • PHP • PostgreSQL • Shell
JavaScript • Swift

AWARDS

W&M CS Department Scholarship
TribeHacks III Finalist (Top 5)
TribeHacks II NLP Challenge Winner
Mathematical Contest in Modeling
Meritorious Award

LEADERSHIPS

W&M ACM, PR Chair, Web-master
W&M Photo Club, President
W&M CSSA, Media Chair

VOLUNTEERS

W&M Academic Advising, Peer Advisor
MH370 Investigation Report, Translation
and peer review volunteer
Google Translate Community, Member

LINKS

Personal:// hyy369.com
Github:// hyy369
LinkedIn:// hyy369
Vimeo:// HYY

EXPERIENCE

ORIENTAL DREAMWORKS | Web Developer Intern
May 2016 – July 2016 | Shanghai
- Updated Calendar API of internal portal using Java and Play Framework.
- Designed and implemented an online gallery component with upload via email functionality using HTML, CSS, JavaScript, and Python.
- Forecast rendering time of Kung Fu Panda Dubai Ride production using Python.

ABBOTT | Data Analyst Intern
June 2015 – Aug 2015 | Shanghai
- Used Baidu Map API to supply geographic information for 30,000+ hospitals in the database and removed duplicate entries.
- Processed reports from 120+ sales representatives nationwide in CRM system.
- Generated QlikView documents using reports in sales database.

PUBLICATION

Yangyang He , "Procedural Generation and Rendering of Ink Bamboo Paintings",
Undergraduate Honors Theses, W&M Publish, Williamsburg, VA, May 2018.
- Designed and developed a Python program that procedurally generates and renders ink bamboo paintings that are aesthetically pleasing.

RESEARCH & PROJECTS

SERENE SPACE ADVENTURE GAME | C++ with SFML & Chipmunk2D
With a team of 4 over 3 months, designed and developed a physics based puzzle game, which received compliments from industry professionals for its good gameplay, creative design, and polished artwork.

CLASSROOM BOOKING SERVICE | PostgreSQL, PHP, HTML+CSS
With a team of 3 over 3 months, created a web app with a database that can book classrooms on campus and assist administration in scheduling classes.

MYODW GALLERY | Java, Python, JavaScript, HTML+CSS
During internship, implemented a calendar that shows national holidays and a gallery that users can upload photos to on the employee portal, with a scheduling script that randomly select 10 photos to show on the company front page every hour.

PICK-A-PLACE | Swift
Designed and developed an iOS App in 32 hrs that helps people to pick nearby restaurants when they are too hungry to make decisions.

VERB PATTERN PLUS | Python
Implemented a Python program in 32hrs that notices key verbs in paragraphs and rate them using Stanford NLP library.

AMAZE 3D ANDROID GAME | Java, Android Studio
Extended a Java maze game with solution algorithms, alternative OOP design patterns, and customized user interface, and migrated it to Android.

GEMINI | Maya
Created a 3-D multi-scene animation featuring physics and particle systems.