Derek Yang

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EDUCATION

University of Michigan   **Ann Arbor, MI**
Bachelor of Science in Engineering in Computer Science   *April 2026*
GPA: 4.000/4.000
Awards: William J. Branstrom Freshman Prize, Dean's List Winter 2023, Dean's List Fall 2022
Coursework: Programming and Data Structures, Data Structures and Algorithms, Intro to Entrepreneurial Design (AR/VR Lab), Web Design

WORK EXPERIENCE

University of Michigan Robotics Department, MAVRIC Lab   **Ann Arbor, MI**
Research Assistant   *May 2023 – August 2023*
- Researched human-robot interaction in the context of augmented reality and shared mental models to develop an AR collaborative task for a human-robot team
- Designed and built a color sorting task on the Magic Leap 2 with eye, marker, and hand tracking in Unity
- Employed a ROS2 system to assemble a controller to automate the two AR robots according to the other agents' intentions

PROJECT EXPERIENCE

Collaborative Lab for Advancing Work in Space (NASA SUITS)   **Ann Arbor, MI**
AR Team Member   *April 2023 – Present*
- Cooperated with seven total subteams during weekly meetings to develop an AR interface on the HoloLens 2 that supports astronauts on lunar missions
- Designed and implemented five menus for the geosampling feature to display data on rocks using the MRTK package in Unity

Intro to Entrepreneurial Design: AR/VR Lab (1:AM Train)   **Ann Arbor, MI**
Unity Developer   *February 2023 – April 2023*
- Illustrated a storyboard of the VR game by discussing the interface and possible user actions with three other members
- Integrated swimming and voice recording functionality in VR by coding C# scripts in Unity
- Presented an overview and pitch of the game to 70+ students and faculty members in class and at the XR Summit

Alternate Reality Initiative Lightship Cohort (Daily Daisies)   **Ann Arbor, MI**
AR Sub-team Member   *October 2022 – April 2023*
- Evaluated current mental wellness apps and AR apps to develop an AR mindfulness app with 12 other members
- Implemented UI buttons, AR hand-tracking, and ScriptableObjects in Unity to improve the AR user experience
- Conceptualized and shaped a 3D model of a potted plant in Blender to add in the app

LEADERSHIP EXPERIENCE

Grand Blanc Asian American Association   **Grand Blanc, MI**
Co-President   *September 2020 – June 2022*
- Planned engaging meetings with ethnic foods and activities every other week with two other co-presidents to establish a safe community of 100+ Asian and non-Asian students
- Advocated for greater representation at school by attending DEI meetings and sharing different cultural perspectives
- Promoted meetings by coordinating school announcements every other week and designing club posters

Voices for Children Advocacy Center   **Flint, MI**
Youth Mentor   *September 2021 – May 2022*
- Provided positive role modeling for two assigned adolescents by developing casual, empathetic relationships
- Scheduled weekly tutoring sessions by communicating with clients to verify mutual availability
- Collaborated with students to complete homework assignments, identify lagging skills, and correct weaknesses