

Gang Yang

9450 Gilman Drive, La Jolla
San Diego, California, US, 92093
☎ (+1) 858 666 7190 (NOT Available NOW)
✉ yanggangjack@gmail.com

Education

2019 – **BS in Computer Science and Mathematics**, *Jacobs School of Engineering*, University of California, San Diego, GPA: 3.9/4.0, Expected 2023.

Courses: Introduction to Data Structures, Honors Linear Algebra, Foundations of Real Analysis, Introduction to Probability Theory, Stochastic Process, Mathematical Statistics

2016 – 2019 **Ningbo Foreign Language School**, *AP Department*, GPA: 4.56/4.0.

Working Experience

Sept 2020 – **Computer Science Tutor at UCSD**, *Jacobs School of Engineering*.

Dec 2020 Working under Professor Adalbert Gerald's CSE 8A: Introduction to Programming and Computational Problem Solving 1. My tasks include

- Lead weekly Lab Sessions for students
- Hold Help Hours for students to solve questions on lectures, reading assignments, weekly homeworks
- Grade homework assignment and exams
- Answer questions on online discussion forum Piazza
- Proofread the interactive course textbook via <https://stepik.org/course/84164/syllabus>

Summer 2020 **Data Analyst at Donghai Marine Insurance Co., Ltd**, *Information and Technology Department*.
Designed and implemented a database system to visualize statistical data for each policy

Community

Blog <https://immmjack.github.io/>, *My personal website*.

GitHub <https://github.com/immmjack>.

Kaggle <https://www.kaggle.com/immmjack>.

LinkedIn <https://www.linkedin.com/in/gang-yang-603708195/>.

Project Experience

September 2020 **Survival Prediction of Titanic**, *Python*, Kaggle Competition.

This is my first project in Machine Learning. The aim is to create a model that predicts which passengers survived the Titanic shipwreck. I used Decision Tree model with **k fold cross validation** with `cv = 10`. I will update my prediction soon since Decision Tree is not a great model to provide prediction.

March 2020 **Minesweeper**, *Java*, Independent Project.

Minesweeper is a single-player puzzle game. The objective of the game is to clear a rectangular board containing hidden "mines" or bombs without detonating any of them, with help from clues about the number of neighboring mines in each field. I implemented the game via object orientation approach. The `Play` class starts the game as a driver. The `Bomb` class stores the information about game board. The `TimeChecker` class records the playing time. Others classes provide the implementation of User Interface.

February 2020 **2048**, *Java*, Programming Assignment.

2048 is a single-player puzzle game created in March 2014 by 19-year-old Italian web developer Gabriele Cirulli, in which the objective is to slide numbered tiles on a grid to combine them and create a tile with the number 2048. Cirulli created the game in a single weekend as a test to see if he could program a game from scratch. 2048 was an instant hit when the game received over 4 million visitors in less than a week. The `GameState` class sets up the board and includes moves of blocks. The moving direction is in the `Direction` enum.

Awards

2019 – **Provost Honors at John Muir College.**

April 2018 **Top 5% Internationally in Euclid Mathematics Contest.**

Skills

Programming Languages **Java, Python, R, TeX.**

Frameworks **Matplotlib, Pandas, Sklearn, MySQL.**

Tools **Git, Jupyter Notebook, R Markdown.**

Games **Hearthstone (Legend Rank),** *Capricorn#51956 (CN Server).*