

Jeffrey Yang

Email: jeffrey_yang@ucsc.edu Personal Website: jeffreyyang.me | GitHub: jeffreyyang3 | LinkedIn: jeffreyyang3
Phone: 626-818-2618

Education

University of California, Santa Cruz

December 2020

- B.S. Computer Science (GPA: 3.55/4.00)

Experience

Software Engineering Intern

June 2019-September 2019

MobLab - Pasadena, CA

- Refreshed results screens for MobLab's educational economics games
- Implemented new design language, front-end interactivity and graphing
- Created and documented a standardized process for creating/refreshing game results
- Used HTML/CSS/Dojo.js and Highcharts

Economics Lab Programmer

May 2018 - September 2019

University of California, Santa Cruz - Santa Cruz, CA

- Worked with Economics department faculty to build full-stack multiplayer web games
- Games were played by ~16 participants at a time for economics research
- Developed with HTML/CSS/Vue.js for front-end, Python/Django for back-end
- Used WebSockets to create real time auction and line simulations

Projects - viewable on personal website

comparecards4.me

Sep 2019

- Helps users compare rewards from 40+ credit cards based on spending and other factors
- Uses Highcharts for visual comparison, Vuex for state management and reactivity
- #1 post for the day on CreditCards subreddit, 700+ visits (Google Analytics)
- Includes code for Plaid integration using Express.js and Docker/nginx

Personal Website - jeffreyyang.me

Jan 2019

- Single Page Vue website built from scratch
- Visualizes insertion sort using DOM elements and Vue reactivity
- Uses transitions, router, webpack

Online Multiplayer Card Game

Sep 2018

- Web application based on the card game "Cards Against Humanity"
- Features link sharing, voting, and chat systems
- Used Vue.js for front-end and Python/Django for back-end

Skills

Libraries/Frameworks: Vue.js, Express.js, Highcharts, CSS3, Django, SQL, Android

Other: Guitar, Bass Guitar, Public Speaking, Fitness

Relevant Coursework

Analysis of Algorithms | Comparative Programming Languages | Mobile Applications