Jeffrey Yang

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Education

University of California, Santa Cruz   June 2020
- B.S. Computer Science (**GPA: 3.61/4.00**)

Experience

Software Engineering Intern   June 2019-September 2019
MobLab
- Will be working as an intern for Summer 2019

Economics Lab Programmer   May 2018 - Current
University of California, Santa Cruz
- Worked with Economics department faculty to build full-stack multiplayer web games
- Games were played by up to 16 participants at a time for experimental economics research
- Developed with HTML/CSS/Vue.js for front-end, Python/Django for back-end

Projects - **viewable on personal website**

Personal Website - jeffreyyang.me   Jan 2019
- Single Page Vue website built from scratch with HTML/CSS/JS
- Used various front-end technologies, including Vue.js reactivity, 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
- Developed with Vue.js for front-end and Python/Django for back-end

Reddit CLI   Aug 2018
- Python script to browse Reddit through the command line
- Uses Reddit API and built-in libraries to scrape and parse data

Skills

Libraries/Frameworks: Django, Node.js, Vue.js, HTML5 Canvas, WebSocket, Android
Other: Guitar, Bass Guitar, Public Speaking, Fitness

Relevant Coursework

Algorithms & Abstract Data Types | Comparative Programming Languages | Mobile Applications