Joyce Yan

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Academics *What I've learned*

University of Southern California 2013 – 2017 (Expected)

- 3.5 cumulative GPA. Currently pursuing a B.S. in Computer Science
- Relevant coursework: Data Structures (A-), Discrete Math (A-), Linear Algebra (A), Intro to C++ Programming (A), Python Programming (A), Android Programming (B-)

Work Experience *What I've done*

iOS Engineering Intern, Facebook Summer 2014

- Worked on Facebook's iOS codebase using Objective-C

Undergraduate TA, USC Viterbi School of Engineering (10 hrs/week) Fall 2013 – Present

- Responsible for grading, lab checks, and hosting office hours for students in our undergraduate Data Structures course

Open Source Projects *What I've contributed to*

Signal iOS, Open Whisper Systems January 2015 - Present

- Worked on the 2.0 release of Signal, a Snowden-endorsed open source messaging app that provides end-to-end encryption
- Specifically implemented support for audio messages, the ability to invite friends to use Signal, and modifying an external UI library

Side Projects *What I've worked on in outside of class*

Jukebox Summer 2014

- Built a Parse-powered iOS app that made collaborative music playing easier in a team of 3
- Worked on setting up user accounts, Facebook login, geo-location based searching, and design

RGB to Hex Converter Feb 2014 (Facebook Hack Night)

- Built a simple converter between RGB and hex color codes in HTML5, CSS3, JavaScript, and jQuery
- Live on joyceyan.github.io/rgbhex

Composer or Pasta (live on composerorpasta.com) Jan 2014 (hackTECH)

- Worked in a team of 4 to create a simple but fun web page built in JavaScript and jQuery

BitCash (live-ish, joyceyan.github.io/bitcash) Jan 2014 (LA CodeDay)

- Worked in a team of 4 to develop a Node.js service that allows users to send Bitcoins via email
- Specifically worked on front-end design of the splash page, and contributed to the back-end development
- Winner, Best Application and Best Integration of SendGrid API

Jeopardy for Classroom Nov 2013 (Internet of Things Hackathon)

- Worked in a team of 5 to develop a crossplatform jeopardy game, with a web page serving as a scoreboard and Android phones serving as buzzers. I specifically worked on front-end design and development, as well as the integration of the Google maps API for geography-based questions
- 3rd place in Education Category

Skills *What I can do*

Languages	Objective-C, Python, C/C++, HTML5, CSS3, JavaSript, jQuery, Java
Tools	Git/GitHub, Parse API, Facebook API, Google Maps API, SendGrid API, Bootstrap
Platforms	iOS, web, Android