

# Joyce Yan

## EDUCATION

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2013-2017    University of Southern California  
(EXPECTED)    3.5 Cumulative GPA. Relevant coursework: Data Structures (A-), Discrete Math (A-), Linear Algebra (A), Intro to C++ Programming (A), Python Programming (A), Android Programming (B-)

## WORK EXPERIENCE

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SUMMER 2014    iOS Engineering Intern, Facebook  
Worked on Facebook's iOS codebase using Objective-C.

JAN 2015    Undergraduate TA at USC (10 hrs/week)  
TO PRESENT    Responsible for lab checks and office hours in our undergraduate Data Structures course.

## OPEN SOURCE PROJECTS

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JAN 2015    Signal iOS, Open Whisper Systems  
TO 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

## PERSONAL PROJECTS

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SPRING 2015    Battleship Game  
Built a safe multi-threaded Java applet that simulates a Battleship game that incorporates animations, sound effects, and more. The game was a class assignment in CSCI 201, Principles of Software Engineering.

AUG 2014    Jukebox  
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

JAN 2014    Composer or Pasta at hackTECH  
Worked in a team of 4 to create a simple but fun web page built in JavaScript and jQuery. Live on [composerorpasta.com](http://composerorpasta.com)

JAN 2014    BitCash at 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 service. Winner, Best Application and Best Integration of SendGrid API

NOV 2013    Jeopardy for Classroom at 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

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LANGUAGES:    Objective-C, C/C++, Java, Python, HTML5, CSS3, JavaScript, jQuery  
TOOLS:        Git/GitHub, Parse API, Facebook API, Google Maps API, Bootstrap, LaTeX  
PLATFORMS:    iOS, web, Android

## CONTACT

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