

Joyce Yan

EDUCATION

2013-2017 University of Southern California
(EXPECTED) Currently pursuing a B.S. in computer science.

WORK EXPERIENCE

SUMMER 2015 Infrastructure Software Engineering Intern, Facebook
I worked with the GraphStore team to update our data model layer from types to fragments, which helps decrease the binary size. The API I developed for iOS product developers is written in Objective-C++, and I worked on the JavaScript code generator to generate the object models from the GraphQL queries.

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

WINTER 2015 Signal iOS, Open Whisper Systems
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, JSQMessagesViewController.

PERSONAL PROJECTS

SPRING 2015 Kindling (Android app)
Built an Android app in a team of 5 that functions like Tinder, but allows users to filter matches by intelligence. Worked on developing the Android activity flow, implementing the swipeable cards, and generating matches.

SPRING 2015 Battleship Game (Java applet)
Built a multiplayer Java applet that simulates a Battleship game that incorporates animations, sound effects, and more. Two users can login and play Battleship against each other.

AUG 2014 Jukebox (iOS app)
Built a Parse-powered iOS app that made collaborative music playing easier as a part of the Facebook University iOS training program. I worked in a team of 3, and I specifically worked on setting up user accounts, Facebook login, geo-location based searching, and design.

JAN 2014 BitCash (web service)
Worked in a team of 4 at LA CodeDay 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 (web app)
Worked in a team of 5 at the Internet of Things Hackathon 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. 3rd place in Education Category.

SKILLS

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

CONTACT

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