Joyce Yan

EDUCATION

2013-2017 (EXPECTED)	University of Southern California Currently pursuing a B.S. in computer science. 3.5 Cumulative GPA.

WORK EXPERIENCE

SUMMER 2015	Infrastructure Software Engineering Intern, Facebook I worked on the iOS Product Infrastructure team to update how graph queries are modeled. The API I developed is written in Objective-C++, and I worked on the JavaScript code generator to generate the object models from the GraphQL queries.
JAN 2015 TO PRESENT	Undergraduate TA at USC (10 hrs/week) Responsible for lab checks and office hours in our undergraduate Data Structures course.

OPEN SOURCE PROJECTS

JAN 2015 TO PRESENT	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. 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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