Joyce Yan

Education

2013-2017 (Expected)	University of Southern California
	Undergraduate senior pursuing a B.S. in computer science. Major GPA: 3.5

Work Experience

Fall 2016 — iOS Software Engineering Intern, Google — Munich, Germany

Developing on the growth team for iOS Snapseed, a stand-alone photo editing app that got acquired by Google in 2012. I'm working on integrating machine learning technology from Google Photos into Snapseed and better suggest creative tools to users based on what type of image they're editing.

Summer 2016 — Security Software Engineering Intern, Snapchat — Venice, CA

Worked with the Security team to detect third party clients and improving Snapchat's CAPTCHA.

Summer 2015 — Infrastructure Software Engineering Intern, Facebook — New York City, NY

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 to Dec 2015 — Undergraduate TA at USC (10 hrs/week) — Los Angeles, CA

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.

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.

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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