Kay Yin

350 Ferst Drive, 331628 Georgia Tech Station, Atlanta, GA 30332
KayYin@Me.com   HiKay.github.io   (404) 578-1500

OBJECTIVE:
Software Engineering Internship position between 2016 and 2017

EDUCATION:

Georgia Institute of Technology, Atlanta, GA   *August 2016 – Present*
- Candidate for B.S. in Computer Science   *Expected Graduation: May 2020*
- Threads: Media, Intelligence and Information Internetworks

Shanghai United International School, Shanghai, China   *August 2013 – May 2016*
- International Baccalaureate Bilingual Diploma Award
- GPA: 4.0/4.0

WORK EXPERIENCE:

Xiehe TeamAwesome Summer School, Shanghai, China   *Summers 2015-2016*
Computer Science Teacher
- Introduced students aged 10-12 to Objected-Oriented Programming with *Python*
- Introduced students aged 6-9 to building computers and creating graphical games in *Scratch*
- Delivered lecture and one-to-one help to aid students write and debug their programs

Re•Action Lab, Shanghai, China   *January 2016 – March 2016*
Full-Stack Web Developer
- Developed a full-stack media streaming platform for students to share and comment on films and montages
- RESTful backend written in *Node.js*, integrates with database through *MongoDB* and authenticates with *Passport*
- Customized front-end pages and embedded video players written with vanilla *HTML5, CSS* and *JavaScript*

Eco & More, Shanghai, China   *Summer 2015*
Social Media Marketing Coordinator
- Worked with designers and marketing creatives to develop *HTML5*-based social-media campaigns
- Distributed and promoted campaigns on *WeChat*, one of the major social media platforms in China
- Analyzed and reported customer data from campaigns for continuous enhancements

PROJECTS:

SUIS Library Kiosk App   *October 2015 - January 2016*
- Developed, localized and internally deployed an iOS app for librarians to manage library inventory, generate PDF reports of inventory and for students to locate, preview and record a video review of books in the library
- Data modelled with *CoreData APIs* and syncs with central server across all kiosks in the library, PDF reports generated with *graphic context* in *UIKit* and videos handled with *AVFoundation* framework

VibeFind App   *Summer 2014*
- Designed and prototyped a crowd-sourced restaurant review app with *Sketch* and *After Effects*
- Pitched the app to a group of venture capitalists at UCLA at an entrepreneurship contest

SKILLS:
Languages: Objective-C, Java, Swift, Python, C, HTML, CSS and JavaScript
Operating Systems: Linux, macOS, iOS and Windows
Applications: Xcode, Visual Studio, UNIX tools such as *bash* and *git*, Adobe Premiere Pro, Adobe After Effects, Sketch

LEADERSHIP:
Head Boy, *Shanghai United International School*   *May 2015 – May 2016*
Lead Violinist, *Shanghai United International School Orchestra*   *August 2013 – May 2016*
Chief Media Officer, *Student Video Club at SUIS*   *August 2014 – May 2016*
Regional Coordinator, *Stepping Stones Volunteer English Teaching Programme*   *May 2014 – May 2015*
Blue House Captain, *Student Prefect Group at SUIS*   *March 2014 – May 2015*