

Brian Yang

bleemink@gmail.com | [linkedin.com/in/uiuc-brian-yang](https://www.linkedin.com/in/uiuc-brian-yang) | byng.xyz | github.com/lolMinsoo

Education: University of Illinois at Urbana-Champaign (2014 - 2018)
Bachelor of Liberal Arts & Sciences (LAS) Physics
Concentration in Energy/Sustainability

Current Address:
143 S Catalina St.
Los Angeles, CA 90004

- Classical Mechanics I & II
- Quantum Physics I
- Nuclear Power Engineering
- Electromagnetic Fields I
- Classical Physics Lab & Light Lab
- Fuel Cells & Hydrogen Sources
- Energy & Security
- Energy Systems
- Special Relativity

Skills

- Java, Python, MatLab (2 years) | PostgreSQL (< 1 year)
- HTML, Javascript, CSS (<1 year)
- Microsoft Office, Notepad++ (6 years)
- Vim, OriginLab, Creo (2 years) | Sony Vegas (4 years)
- 135+ Words Per Minute (WPM) average typing speed
- Strong communication, time management, discipline, and leadership skills
- Fluent Korean (10+ years)

Personal Projects

- Discrank (Discord chat bot with 320,000+ users) – <http://discrank.com>
 - Developed a chat bot for Discord, a chat/VoIP platform focused around gaming communities
 - Identified multiple areas of integration between Discord and a popular game, *League of Legends*
 - Created audio features and Wolfram|Alpha integrations
- Worked with UCLA to perform large data set analysis as well as finding and developing new talent.
- <http://byng.xyz> - Picked up on essential web development tools to create a personal website.

Achievements

- 2018 League of Legends Collegiate Championships semi-finalist / 2018 Big Ten Championships Finalist
 - Starting player, team captain, and primary shot caller for University of Illinois' collegiate team for 4 years
 - Lead a scholarship based eSports team to semi-finals in a competition where over 500+ different teams from 500+ different universities around North America participated in
 - Performed analysis for competitive team during the 2017 season
 - Competed with tens of thousands of people watching online
- Participated in [2016 Riot Games API Challenge](#)