

# Yiyang (Matt) Yan

3313 Laviana St.  
Tustin, CA 92782  
(949) 233-6099  
matthewyan@hotmail.com

## HIGHLIGHTS

- Half a decade of corporate and personal project experience in designing user interfaces starting from a young age
- Automation design specialist at European multinational corporation

## EDUCATION

**M.S., Computer Science** Sept 2016 - Ongoing  
Cal Poly Pomona

**B.S., Computer Science and Engineering** Sept 2008 - June 2012  
University of California, Irvine

## SKILLS

Programming, Scripting, and Markup Languages

- Java
- JavaScript
- Lua
- Bash
- HTML
- SVG
- ActionScript
- C
- C++
- Unix shell script
- JSON
- Python

Applications

- Programming and Scripting: Eclipse, Microsoft Visual C++, Adobe Flash CS4, gedit, Notepad++, Notepad
- Video editors: Adobe Premiere Pro C4, Windows Movie Maker, VirtualDub
- Image editor: Adobe Photoshop CS5, GIMP 2.8
- Music production: FL Studio 11
- Microsoft Office: Word, Excel, PowerPoint

## EXPERIENCE

**Full-Time**, Thales Avionics, Inc. July 2012 – July 2015

### **Associate Test Systems Engineer - Customer Engineering, Integration Verification & Validation Team**

- Successfully assisted in more than 30 testing projects with personally developed tools and methodology
- Support in-flight entertainment system development by designing and running system tests
- Design, create, and run automated tests for overnight testing using Unix, Android, and internal tools
- Develop GUI for displaying results of test data
- Test software and hardware configurations of the in-flight entertainment system
- Create “test modules”, internal processes for step-by-step system testing

**Game Developer**, SG Team

July 2014 – May 2015

### **Developer for online video game, Sword Girls**

- Increased user activity by over 4 times after applying my first patch
- Collaborate with amateur fan developers and artists to sustain and revive Korean browser game, Sword Girls
- Code in various languages and formats to retain original look and feel, such as Lua, Python, and JSON
- Render various graphical assets for graphical user interface needs
- Partake in game community as public relations for user base growth

**Internship**, Thales Avionics, Inc.

March 2011 – June 2012

### **Simulation Lab Engineer, Client-side GUI Developer**

- Develop graphical user interfaces for in-flight entertainment physical and simulation models using JavaScript
- Presented GUI tools that are used in over 10 cross-company presentations, meetings, and testing projects
- Maintain server-side simulation network structure using Node.js
- Coordinate with coworkers to meet project intermediate deadlines and corporate demonstrations
- Document design and implementation choices through sequence diagrams
- Gain knowledge of industrial process used during a software development project