CLAUDIA YAN

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EDUCATION

Grove School of Engineering at City College of New York   May 2018
Macaulay Honors College
Bachelor of Science in Computer Science - Magna Cum Laude

SKILLS

- **Programming Languages**: Go, Python, Perl, C#, C++
- **Technologies/Frameworks**: Go Swagger, Cobra, VMware NSX, OpenVPN, Ansible, Kubernetes, OpenShift, Docker, Unity/Monobehaviour, Django, Flask, MySQL, Git, Travis

EXPERIENCE

IBM
July 2018 – Present
Software Developer

- Manage and automate VMware network architecture for WebSphere as a Service environments using the NSX API with Python and Ansible.
- Built the Kabanero CLI in Go to handle stack management for governed application development. Utilized Travis CI to build multiplatform support and manage releases.

IBM: WebSphere
June 2017 – Aug 2017
Software Development Intern | WebSphere Build and Infrastructure

- Converted internal scripts to production standards to get integrated into WebSphere build tools.
- Wrote and optimized initial GitHub Enterprise Perl library for Infrastructure and Automation team, following existing build structure, adding git to supported version control systems.

Cornell Tech
June 2016 – May 2018
Software Development Intern | NLP Group

- Independently developed interactive simulation environments for WebGL using Unity3D for natural language research. Designed and implemented event-based systems to serialize scenes as well as collect and send player interaction data to a server.
- Developed a treasure hunt game on a procedurally generated hex map. Incorporated features such as multiplayer and a "learn to code" mode.
- Created player action replication systems for both projects, utilizing data collected from players, allowing for in depth analysis and training.

PUBLICATIONS

Suhr, A., Yan, C., Schluger, J., Yu, S., Khader, H., Mouallem, M., Zhang, I., Artzi, Y. **Executing instructions in situated collaborative interactions**. (2019). arXiv preprint arXiv:1910.03655.

Yan, C., Misra, D., Bennnett, A., Walsman, A., Bisk, Y., & Artzi, Y. **CHALET: Cornell house agent learning environment.** (2018). arXiv preprint arXiv:1801.07357.

AWARDS

CCNY Computer Science Achievement Award