**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#
* **Technologies/Frameworks**: AWS, Terraform, CDKTF, Okta, Git, GitHub Actions, Cookiecutter/Cruft, Cobra, VMware NSX, OpenVPN, Ansible, Kubernetes, Docker, Django, Flask, MySQL, Travis, Grafana, PagerDuty, Unity

**EXPERIENCE**

**NYDIG**

February 2021 – Present

DevOps Engineer

* Support company growth from 30 to 150 engineers, across data, platform, and all other business units
* Scale services and AWS infrastructure using Terraform and CDKTF.
* Integrate alerting for services with Datadog monitors and PagerDuty.
* Manage developer/business unit access to services with IAM roles, Okta and Zscaler permissions
* Write repository boilerplate using Cookiecutter/Cruft to create templates for projects to avoid copy paste.

**IBM**

July 2018 – February 2021

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.
* 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