**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**: Swagger, Cobra, VMware NSX, OpenVPN, Ansible, Kubernetes, Docker, Unity/Monobehaviour, Django, Flask, MySQL, Git, Travis

**EXPERIENCE**

**IBM**

July 2018 – Present

Software Developer

* WebSphere as a Service, Networking: manage and automate VMware network architecture for WASaaS environments using Python and Ansible.
* Build the Kabanero CLI in Go to handle stack management for governed application development.

**IBM: WebSphere**

June 2017 – Aug 2017

Software Development Intern | WebSphere Build and Infrastructure

* Converted internal scripts to production quality 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
* Created an event-based system that collects and sends player interaction data to a server in JSON format
* Solved scene serialization issue, by developing a system to work on top of Unity for smooth scene transitions at runtime

**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