

Stephen Yan

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>_ Skills

Technical

Java • PHP • JavaScript • HTML/CSS
Jekyll • Liquid • XML • Git • SVN
SQL Server • C • \LaTeX • MATLAB/Octave
C# • R • SAS • Python • Android • Unity

Natural Language

Spanish • Mandarin Chinese

🎓 Education

**University of North
Carolina, Chapel Hill**
B.S. Computer Science,
B.S. Statistics & Analysis
2017

Coursework

Algorithms & Analysis
Data Structures
Files & Databases
Computer Design & Organization
Formal Language & Automata Theory
Mobile Systems
Software Engineering Lab
Artificial Intelligence
Advanced Web Programming
Scientific Programming
Machine Learning
Probability
Differential Equations
Linear Algebra
Linear Programming
Time Series & Forecasting
Simulation Design
Stochastic Modeling
Virtual Reality in Journalism

⚽ Activities

President of Lambda Phi Epsilon
MobiSys Undergrad Research Group
Musical Empowerment

📄 Summary

- Experience with object-oriented, declarative, & functional paradigms
- Experienced in team management, programming, version control, & report writing
- Special interest in mobile systems, education, data science, design, & storytelling

🔧 Experience

UNC Department of Computer Science

Undergraduate Teaching Assistant

Aug 2016 — May 2017 • Chapel Hill, NC

- Hosted ten hours of office hours weekly for course in Introduction to Scientific Programming taught in MATLAB
- Scaffolded technical topics to students and discussed and evaluated best practices for instilling foundations of programming
- Organized teaching plans and schedules with professor and cohort to supplement lectures and assignments and proctor exams

Thycotic

Software Engineer Intern

May 2016 — Aug 2016 • Washington, D.C.

- Contributed daily as a full-time team member across WISA stack through bug fixes, QA, and various performance improvements
- Worked on key feature that required extensive planning and documentation, contributing schema changes and deltas, and refactoring and building upon existing framework for feature integration
- Leveraged various software like Youtrack, Visual Studio Online, and Jenkins for issue tracking, life cycle visualization, and continuous integration
- Enhanced team knowledge base using Confluence
- Assessed and discussed functionality requirements in cooperating with engineers, mentors, and management.
- Developed and participated throughout all stages of product life cycle under scrum framework

ResNET

Residential Computing Consultant

Aug 2014 — May 2015 • Chapel Hill, NC

- Addressed network, software, and hardware needs and issues of UNC-Chapel Hill residential communities on a case-by-case basis
- Interacted with a team of peer consultants and managers for solving pervasive back-end problems

</> Projects

Bean Log • Android Utility

Created a live classifier to understand common, everyday motion like running, walking, sitting, and climbing stairs by recording accelerometer data through a BLE microcontroller (bean) into external memory and through machine learning using the Java-ML library

Simon Says • Android Game

Designed a multiplayer task-based game played over BLE. Contributed a "Squash the bugs!" (Whack-a-Mole spin-off) minigame that utilized multithreading and probabilistic delay and coloring to emulate procedural generation

Conference Paper

Chenchik, D., Chen, J., Yan, S., Nirjon, S. (2017, March). *Characterizing Road Segments Using Compass Sensors to Predict Approaching Bus Stops*. Accepted publication at the First International Workshop on Mobile and Pervasive Internet of Things (PerIoT) hosted in conjunction with the International Conference on Pervasive Computing and Communications (IEEE PerCom) in Kailua-Kona, HI