Eva Yan

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Education

Macaulay Honors College at Hunter College   **Expected May 2022**
B.A. Computer Science and B.A. Emerging Media | Dean's List 2019 – 2020   Cumulative GPA: 3.99/4.00
Relevant Courses: Data Structures and Algorithms, Computer Architecture, Calculus I/II, Discrete Math, Matrix Algebra, iOS Development, XR Design and Development, Computer Theory, Symbolic Logic, Statistics

Skills

Technical: JavaScript (React, Redux, Node), Python 3.6, C++, HTML, CSS, C#, Swift, Processing (Java), Git
Software: Adobe Suite (Photoshop, XD, Illustrator, InDesign, Dimension), Unity, Maya, Figma, Xcode, Google Suite
Spoken Languages: Japanese (intermediate), Cantonese Chinese (conversational)

Projects

Mirror   **Feb 2021**
- Implemented the UI for a web app using **JavaScript** and **Python (Flask, Jinja)** that interprets inputs in order to detect tone and user bias; collaborated in a team of 4 using **Figma** for PearlHacks 2021 and received an honorable mention

Stockfolio   **May 2020**
- Developed a full-stack **JavaScript (React/Redux)** web app that simulates the experience of buying stocks in real-time with the IEX API, utilizing **MongoDB, Express,** and **Node** to maintain a persistent database of users

Voter Hub   **Jan 2020**
- Co-programmed a full-stack **JavaScript (React/Redux)** web app that allows users to look to look up their government representatives and participate in forum discussions in order to facilitate community interaction and educate users
- Built the app in a 4-person team over the span of 5 days to present to a selective bootcamp cohort of ~30
- Designed 20+ UI wireframes to communicate idea with group members and streamline coding process using **Adobe XD**

Experience

LinkedIn | Remote
Incoming UI Software Engineering Intern   **May 2021 – Aug 2021**

Cornell Tech | Remote
Natural Language Processing Game Research Intern   **Jun 2020 – Aug 2020**
- Analyzed and graphed a large dataset from a collaborative language interaction game made in **Unity3D** that takes typed instructions and transforms them into commands for in-game AI to interpret and follow using **Python's matplotlib and spaCy**
- Generated sentence embedding models using **gensim** to measure linguistic semantic similarity for data that spanned 4 months

Holler | New York, NY
Software Engineering Intern   **Jan 2020 – May 2020**
- Developed a front-end **React/Redux** web application allowing integrators and 70+ Holler employees to interact with and improve all created content in order to allow for finer control and selection
- Designed and coded a **JavaScript** Slackbot to be used by all Holler employees in order to visualize and fine-tune new AI research
- Communicated daily with startup engineering and product teams through agile project management

Esports and Game Design Collective | New York, NY
Secretary   **May 2020 – Jan 2021**
- Transcribed staff meetings in order to keep an organized and well-archived record using **Google Suite**
- Organized, promoted, and led on and off-campus game-related events with 50-200 attendees

Emerging Media and Computer Science Manager   **May 2019 – May 2020**
- Coordinated between the Emerging Media/Game Design and Computer Science departments and the EGD Collective's 500+ members to facilitate clear communication about school, club, and local industry events
- Promoted interaction among 40+ fellows in the Game Studio Program and created a welcoming atmosphere for making games by researching new plans for club events, increasing cohort size by 20 in 1 year
- Mentored new students interested in emerging media, computer science, and game design for 2 hours per week

Activities: Out in Tech Fellow, Facebook ABCS Resident, Game Studio Program Fellow, CUNY 2X/New York Tech Talent Pipeline Resident, Rewriting the Code (RTC) Member, Hunter WiCS Member, Hunter ACM Member, MyFriendsPlaceNY Community Volunteer