

STEVEN YANG he/him | syang618@gatech.edu | stevenyxng.github.io/portfolio | github.com/stevenyxng

EDUCATION

Georgia Institute of Technology (*College of Computing*)

Atlanta, GA

Bachelor of Science in Computational Media (Computer Science/Media Studies)

December 2024

- Overall GPA: 3.50/4.00 | Major GPA: 4.00/4.00 | Faculty Honors
- Relevant Coursework: Data Structures & Algorithms, Computer Graphics, Computer Audio, Media Device Architecture, Objects and Design, Information Visualization, Linear Algebra, Discrete Mathematics

SKILLS

Languages: Java, C, Python, Javascript, HTML, CSS, SQL, C#

Frameworks: React Native, Firebase, Expo, Flask, SCRUM, Agile Development, D3.js

Programs: Git, Github, VSCode, Unity, Processing, IntelliJ, Docker, Android Studio, Figma, Adobe Ps/Lr/Pr/Ai

Interests: Filmmaking, Photography, Music, Computers, Cameras, Cars, Cycling, Skateboarding, Food

EXPERIENCE

Software Engineering Intern

Atlanta, GA

Contextual Computing Group, PopSign AI

June 2023 – Present

- Analyzing and validating **machine learning** data for sign language computer vision recognition model
- Working on front-end development, application **user interface design**, and **user experience research**

Logistics + Operations Intern

Atlanta, GA

Georgia Institute of Technology, Housing and Residence Life

May 2023 – Present

- Developed and coordinated move-in process and logistics for over 3500 first-year students for fall semester
- Revised resident key packing process resulting in a 160% increase in efficiency and 40% fewer packing errors
- Directed, shot, and edited promotional video using DaVinci Resolve Studio workflow

PROJECTS

Anubis

Atlanta, GA

GameBoy Advance Game

March 2023 – May 2023

- Developed arcade game while implementing object pooling, layered backgrounds, sprite animation, and digital audio playback using Direct Memory Access and hardware interrupts using **C, Docker, and emulators**
- Optimized game logic and memory allocation to ensure consistent frame rate and gameplay experience
- Designed **UI** and gameplay mechanics for intuitive experience resulting in consistently positive user feedback

Frogger

Atlanta, GA

Android Game

January 2023 – May 2023

- Developed and implemented key features, game mechanics, and graphics using **Java** in **Android Studio**
- Led **sprints** and applied **Agile** development methodologies, version control, and object-oriented analysis
- Completed successful multi-person large-scale programming project across a five month timeline

Buzz's Bakery

Atlanta, GA

Web-based Interactive Site

October 2022 – December 2022

- Engineered, implemented, tested, and validated game logic and mechanics using **JavaScript**
- Designed, revised, and modified page layouts and graphics using **HTML, CSS**, and Adobe Photoshop
- Collaborated with team members to design, develop, and deploy product under tight deadlines

Benny the Cat

Atlanta, GA

Twitter Bot

September 2022 – October 2022

- Worked in a team to develop Twitter bot using **Node.js** and **APIs** that searched for and replied to tweets
- Integrated Twitter's **API** to scrape text from tweets, modify the text, and generated automated responses