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** training 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 3,500 incoming first-year students
- 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