STEVEN YANG

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EDUCATION

Georgia Institute of Technology *(College of Computing)*   *Atlanta, GA*
Bachelor of Science in Computer Science (Concentration in Media)   *December 2024 (Expected)*
- Overall GPA: 3.62/4.00 | Major GPA: 4.00/4.00 | Faculty Honors
- Relevant Coursework: Data Structures & Algorithms, Computer Graphics, Computer Architecture, Objects and Design, Information Visualization, Computer Audio, Linear Algebra, Discrete Math

SKILLS

Languages: Java, C, Python, Javascript, HTML, CSS, SQL, C#
Frameworks: React, Firebase, Expo, Flask, SCRUM, Agile Development, D3.js
Programs: Git, Github, VSCode, Unity, Processing, Docker, Android Studio, Figma, Adobe Suite
Interests: Filmmaking, Photography, Music, Computers, Cameras, Cars, Cycling, Skateboarding, Food

EXPERIENCE

Software Engineering Intern   *Atlanta, GA*
Contextual Computing Group, PopSign AI   *June 2023 – Present*
- Analyzed and validated **machine learning** training data for ASL **computer vision** model
- Worked on **front-end development**, **user interface design**, and **user experience research**

Logistics + IT Operations Intern   *Atlanta, GA*
Georgia Institute of Technology, Housing and Residence Life   *May 2023 – Present*
- Utilized internal **database** to coordinate move-in process for over 3,500 incoming students
- Streamlined key packing process to yield 160% increase in efficiency and 40% fewer packing errors
- Directed, shot, and edited informational video using DaVinci Resolve Studio workflow

PROJECTS

Aviation Incident Scrollyteller
Web-based Information Visualization
- Utilized **D3.js** to parse, sort, and filter aviation incident data from 1995-2016 in CSV format
- Implemented dynamic web experience using **HTML, CSS,** and **JavaScript** to fluidly animate data

Anubis
GameBoy Advance Game
- Developed arcade game while implementing object pooling, layered backgrounds, sprite animation, and digital audio playback using **Direct Memory Access** and **hardware interrupts** using **C**
- Optimized game logic and **memory allocation** to ensure consistent frame rate and gameplay
- Conducted **User Studies** and designed **UI** and mechanics to ensure consistent user experience

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

Benny the Cat
Twitter Bot
- Worked in a team to develop Twitterbot using **Node.js** and **APIs** to search and reply to tweets
- Integrated **API** to scrape text from tweets, modify text, and generated automated responses