

PERRY YANG

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EDUCATION

University of Southern California • Computer Science M.S. **Aug 2020 – May 2022**
University of California, Santa Cruz • Computer Science B.S. **Sep 2017 – June 2020**
Honor: Computer Science BS with Highest Honors, Magna cum laude
GPA: 3.9/4.0

TECHNICAL SKILLS

- Programming: Python, C, JavaScript, C++, Java, HTML5/CSS3, SQL, L^AT_EX, Markdown
- Technology: React, Flask, MongoDB, Redis, Git, Vim, Docker, Postman
- Product Management: Scrum, Jira, Trello
- Languages: Cantonese, Mandarin, English

RELEVANT COURSEWORK

- Data Structure & Algorithms • Computer Architecture & Assembly Language • Software Engineering
- Distributed System • Comparative Programming Languages • Web Application • Computer Networking
- Computer System Design • Operating Systems • Database Systems

WORK EXPERIENCE

Grader University of California, Santa Cruz **July 2019 – June 2020**

- Graded programming assignments for 200 students on CSE111: Advanced Programming and CSE112: Comparative Programming Languages for Fall and Winter quarter
- Graded written assignments for 200 students on CSE102: Introduction to Analysis of Algorithms for Spring quarter

Back-end Developer Intern ColorfulClouds Tech. **July 2019 - Aug 2019**

- Developed a new custom-dictionary feature for LingoCloud Interpreter app for approximately 10,000 users to add customized words
- Built the custom-dictionary using Flask for web development and MongoDB for data management
- Utilized Redis database to cache customized translation result, reducing the response time by 80% less than the time taken without cache

C++ Programmer Intern Seekway Technology **July 2018 - Aug 2018**

- Implemented 3D animation on a LED cube display equipment with C++ and Visual Studio
- Accomplished a LED light show project, which was exhibited by SK-II in the 50th China International Beauty Expo in Guangzhou in Sep 2018

PROJECTS

Wechat Mini Program (JavaScript, HTML/CSS)

UCSC Chinese Alumni Association

- Developed and improved a general search module and functionalities using JavaScript, including search history and filtering search results from NoSQL database
- Built a User Interface for the relevant page with WXML/WXSS (like HTML/CSS)

Multi-threaded HTTP Server (C)

Course: Principles of Computer Systems Design

- Implemented multi-threading using pthread C library to handle requests from multiple clients simultaneously
- Performed logging to write out a record of each request simultaneously, including both response and data dumped as hex

E-Sport Stat Tracker (Python, ReactJS)

Team

- Implemented API calls to retrieve data from databases using Flask, and maintained data within MongoDB
- Helped build a User Interface using ReactJS within a team of five to statistically display professional players' performance in League of Legends
- Applied Scrum as an agile software engineering practice throughout the project and overall delivered a working web application in six weeks