Perry Yang

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CAREER OBJECTIVE

I am an undergraduate student at UC Santa Cruz, expected to graduate in 2020. Currently, I'm pursuing software engineering or related internship to effectively contribute to my technical knowledge and programming skill.

COURSES

- Data Structure & Algorithm
- Advanced Programing (C++)
- Distributed System
- Computer Architecture and Assembly Language
- Computer Networking
- Software Engineering

EXPERIENCE

ColorfulClouds Tech., Beijing, China

Back-end Developer Intern, Jul 1, 2019 – August 30, 2019

- Developed a custom dictionary for English-Chinese translation in [LingoCloud Interpreter](#) app, currently available on Apple's app store based in Chinese Version, using Flask for web development and MongoDB for data management. Worked on caching customized translation result in Redis.
- Implemented a CMS for backstage management organizing data in MongoDB with an open-source framework [AMIS](#) by Baidu Company. Learned and maintained a backstage Wagtail CMS built with Django.

Seekway Technology ltd., Guangdong, China

C++ Programmer Intern, Jul 1,2018 – Aug 31,2018

- Implemented fluent 3D animation display in a LED cube display with C++ and Microsoft Visual Studio 2015

PROJECTS

Fault-Tolerant Key-Value Store (Python)

• Worked in a team to implement RESTful web services accepting API calls from Docker platform and develop a distributed key-value store with consistency that can store more data than can fit into one single machine, using consistent hashing.

E-Sport Stat Tracker (Python, React.js)

• Worked in a team to implement API calls retrieving data from databases using Flask, maintain data within MongoDB, and build a user-friendly UI using React. Overall delivered a web application to statistically visualize professional players' performance in League of Legends.

Arbitrary Precision Calculator (C++)

• Performed arbitrary precision integer arithmetic in the style of dc, which can calculate Big Num with more than just 64-bits of precision limited in ALU hardware.

Simple Graphics Package (C++)

• Using inheritance, OpenGL graphics library and X11 workstation, geometric objects can be displayed, selected, and moved in directions by keys, where shapes of objects and steps of movement can be customized.

Tiny Language Interpreter (Haskell, Python, Scala)

• Wrote three versions(Haskell, Python, and Scala) of the language interpreter for a tiny programming language, which contains four types of statements: *let variableName = expression, if expression goto label, print expression(s), input variableName*.

EDUCATION

University of California, Santa Cruz, CA   *Sep. 2017 – Jun. 2020*

Computer Science B.S, June 2020

- GPA: 3.9/4.0
- Grader of Advanced Programming in C++

SKILLS

- Programing: C++, C, Java, Python, Haskell, Prolog, Scala, MongoDB, Redis, React.js, HTML/CSS
- Technology: Unix, Git, Docker, Vim, Scrum, Microsoft Visual Studio