Perry Yang

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Education

University of California, Santa Cruz • Santa Cruz, CA **Sep 2017 – present**
Computer Science B.S. Expected Jun 2020
Dean's Honer for being top 10% of undergrad
GPA: 3.9/4.0

Technical Skills

- Programming: C++, Python, Java, C, Haskell, Prolog, Scala, JavaScript, HTML5/CSS3, SQL, Markdown
- Technology: Flask, MongoDB, Redis, Unix, Git, React, Docker, Vim, Microsoft Visual Studio
- Languages: Cantonese, Mandarin

Relevant Coursework

Data Structure & Algorithm • Computer Architecture & Assembly Language • Advanced Programming(C++)
• Comparative Programming Language • Distributed System • Computer Networking • Software Engineering

Work Experience

Grader University of California, Santa Cruz **Jul 2019 – present**
Santa Cruz, CA

- Grade programming assignments for 200 students across two upper division CS classes

Back-end Developer Intern ColorfulClouds Tech. **Summer 2019**
Beijing, China

- 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
- Implemented a CMS for backstage management organizing data in MongoDB with an open-source framework AMIS by Baidu Company in two weeks

C++ Programmer Intern Seekway Technology **Summer 2018**
Guangdong, China

- Implemented 3D animation display on a LED cube display equipment with C++ and Microsoft 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

E-Sport Stat Tracker (Python, React)

- Implemented API calls retrieving data from databases using Flask, and maintained data within MongoDB
- Built a user-friendly UI using React within a team of five and overall delivered a web application to statistically visualize professional players' performance in League of Legends in six weeks

Fault-Tolerant Key-Value Store (Python)

- Implemented RESTful web services accepting API calls from Docker platform
- Physical Merchants can view transactions history, summary, and make refunds
- Merchants can make payments using card, barcode, and push notification

Tiny Language Interpreter (Haskell, Python, Scala)

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

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