STEVEN YANG

(415) 757-9235 · stevenyang.dev@gmail.com · LinkedIn · GitHub · Personal Website · San Francisco, CA

Work Experience

AKA AI (Top 100 AI Start-Up develops AI model for education and sales)

Aug 2022 — Jul 2024

Software Engineer (Alternative Military Service in Korea)

- Received Employee of the Year Award (Dec 2023)
- Achieved a 75% reduction in build time by developing the <u>Tesla sales chatbot</u> website using VITE.
- Boosted efficiency by 25% for <u>AI Education service</u> by redesigning data flow and connecting Google APIs.
- Cut website response time by 27% by building an optimized dashboard and analysis tab for a mental health app.
- Reduced AWS usage and costs by 23% after company-wide resource optimization.

<u>TigerGraph</u> (Develops Graph-Based Query Language, a competitor of Neo4j)

May 2022 — Aug 2022

Solutions Software Engineering Intern

- Produced 2 proof of value web apps, and presented to a leading US satellite TV company.
- Enhanced graph algorithms library by developing and revising 15 starter kits.

<u>Laplace Technologies</u> (Provides AI Data Scientist SaaS service)

Jul 2021 — Sep 2021

Machine Learning and Data Science Intern

Increased customer segmentation accuracy by 15% by developing a Cohort & Life Time Value <u>analysis model</u>.

Skills

- **Programming Languages:** JavaScript/TypeScript, Python, SQL
- Frameworks & Libraries: React.js, VITE, NumPy, Pandas, Matplotlib, Flask
- Cloud & DevOps: AWS (S3, CloudFront, IAM)

Projects

Adaptive AI Chess
Dec 2024

- Implemented adaptive AI strategies combining heuristics and efficient search techniques for realistic gameplay.
- Leveraged Minimax, alpha-beta pruning, and Zobrist hashing to optimize move evaluations by 45%.

Interactive Climate Change Text-Based RPG Game

Oct 2024

- Awarded People's Choice Award for NASA Space Apps Challenge Mountain View, CA, Nominated to Global.
- Developed 5-stage Text-RPG frontend, integrated LLaMA backend, and optimized response time by 70%.

Education

Minerva University, San Francisco, CA

May 2027

B.S. in Computational Sciences (GPA: 3.9/4.0)

- Courses: Data Structures & Algorithms, Machine Learning, Single & Multivariable Calculus, Linear Algebra,
 Probability & Statistics, Software Engineering, Artificial Intelligence.
- Teaching Assistant to Core Computer Science courses, (Advisor: Prof. Volkan & Prof. Tambasco)