STEVEN YANG

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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.
- Technical Lead at Google Developer Group: Hosted full-stack Development Workshops
- Teaching Assistant (TA) to Core Computer Science courses

Work Experience

Chamchi (#1 Political Tech Start-Up) **May 2025 — Present**

Software Engineering Intern

- Built React photo booth app with Vite/TypeScript, increasing engagement by **60%** for **55K+** users.
- Shipped AI complaint responder in React/Flask/Firebase serving **50K+** concurrent users.
- Built RAG-based AI Congressperson Finder, enabling **20K+** citizens to identify relevant representatives.

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)

- Delivered Tesla chatbot MVP in Vite/Express with GitHub Actions, cutting dev cycles by **40%**.
- Boosted AI education platform speed by **25%** through API restructuring and Google API integration.
- Reduced mental health app dashboard load time by **27%** via optimized analytics queries.
- Lowered AWS usage and costs by **23%** through infrastructure optimization.

TigerGraph (Develops Graph-Based Query Language, a competitor of Neo4j) **May 2022 — Aug 2022**

Solutions Software Engineering Intern

- Built React dashboards with GSQL analytics for PoC delivery.
- Expanded graph algorithm library with **15+** starter kits for customer onboarding.

Skills

- **Programming Languages:** HTML, CSS, JavaScript/TypeScript, Python, MySQL
- **Frameworks & Cloud:** React.js, Next.js, NumPy, Pandas, Matplotlib, Tensorflow, sklearn, Flask, PostgreSQL, Express, MongoDB, AWS, Git, GitHub Actions, Node.js, REST API, WebSocket, Cypress, Jest, Docker, Figma

Projects

Adaptive AI Chess | Python, Pygame, Python-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 RPG Game | FastAPI, TensorFlow, Keras, React, Vite **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%**.