

# Nathan Yang

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## EDUCATION

### University of California, Los Angeles

Expected June 2019

- Bachelor of Science, Computer Science; GPA: 3.26/4.0
- Relevant coursework to be completed by June 2017: Introduction to CS, Computer Organization, Discrete Structures, Algorithms & Complexity, Operating Systems, Probability & Statistics, Computer Graphics

## TECHNICAL SKILLS

C++, Python, JavaScript, Node.js, HTML, CSS

## EXPERIENCE

### Hacker Fund, Los Angeles, CA

May 2016 - Present

#### President, LA Mentor Chapter & Mentor

President as of October 2016

- Responsible for coordinating Hacker Fund's operations in the Greater Los Angeles Area
- Organizing technical mentors to volunteer at various computer science/coding events and hackathons
- Working with schools, organizations, and companies to get students excited about CS and technology
- Leading workshops in areas such as fundamental CS concepts and web development (HTML/CSS/JavaScript)
- Mentoring students about my experiences with computer science at the collegiate level

### GamesFinity, San Francisco Bay Area, CA

January 2012 - June 2013

#### Co-Founder & Social Media/Community Manager

- Co-founded and deeply involved in the planning and deployment of GamesFinity.com, which resulted in hundreds of hits within the first few weeks of release
- Managed social media activities (YouTube, Facebook, Twitter) which were followed by hundreds of people
- Analyzed community feedback/responses and presented them to the developers and content creators to facilitate the creation of more meaningful content

## PROJECTS & ACTIVITIES

### StudyUp

October 2016

- Worked with a team at a hackathon to build a platform for students to form study groups and collaborate on
- Personally responsible for building up the backend portion of the web application using Node.js
- Won second place in "Best Design"

### Peer Mentor, UCLA MentorSEAS

September 2016 - Present

- Mentoring new UCLA Engineering students on transitioning to college life, class scheduling, accessing campus resources, and participating in extracurricular activities

### LoginApp & Cloud Storage System

August 2016

- Built a user registration/login system with password hashing using Node.js, Passport.js, and MongoDB
- Created an interface in HTML/CSS for users to enter their login information and create an account
- Building a cloud storage system for users to upload and download their personal files

### Phoemo

May 2016

- Worked with a team at LA Hacks to build an audience/crowd sentiment recognition and analysis application
- Personally focused on the AngularJS and front-end portions (HTML/CSS) of the application
- Sorted through data provided by Microsoft's Cognitive Services API and images taken by a camera

### Disked-Based Hash Multimap

March 2016

- Built a disk-based hash multimap that stores data in a binary file using C++ in a CS course at UCLA
- Efficiently uses space by inserting new entries at the location of previously deleted entries

### Python Minigame

July 2014

- Created a 2D coin-catching minigame using Python and the Pygame library in a CS summer program at the University of Pennsylvania's Summer Academy in Applied Science and Technology

## ADDITIONAL INFORMATION

**Personal Interests:** dragon dancing, tennis, ultimate frisbee, current affairs, playing the violin and guitar

**Foreign Languages:** Chinese (Elementary), Spanish (Elementary)