

Nathan Yang

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EDUCATION

University of California, Los Angeles

Expected June 2019

- Bachelor of Science, Computer Science
- Relevant coursework to be completed by June 2017: Data Structures, Computer Organization, Logic Design, Discrete Structures, Operating Systems, Computer Graphics, Database Systems
- Organizations: Hacker Fund, ACM, UCLA MentorSEAS, Club Tennis

TECHNICAL SKILLS

C/C++, Python, JavaScript, Node.js, React, HTML, CSS, Bootstrap, Shell, Git, MongoDB

EXPERIENCE

Hacker Fund, Los Angeles, CA

May 2016 - Present

National Mentor Recruiter & Mentor

- Recruit college students and software engineers from across the nation to be technical mentors
- Organize mentors to volunteer at various computer science/coding events and hackathons
- Lead workshops in areas such as fundamental CS concepts and web development (HTML/CSS/JavaScript)
- Mentor students about my experiences with computer science at the collegiate level
- As the former president of the LA chapter, responsible for coordinating Hacker Fund's operations in the LA area

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

Simpleton Shell

January 2017

- Implemented a simplified, stripped down shell program in C in an Operating Systems course at UCLA
- Allows users to specify which files to access with system call level flags, create pipes, and run arbitrary programs with input/output redirection

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"

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
- Built a cloud storage system in which users can 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
- Calculated statistics about emotion data provided by Microsoft's Cognitive Services API

Disk-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