

Yang Yu

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EDUCATION

The University of California, Berkeley	Dec. 2017
Electrical Engineering and Computer Science, B.S.	GPA: 3.52

Relevant Courses

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|-----------------------------------|---------------------------------|
| - Data Structure | - Discrete Math and Probability |
| - Computer Architecture | - Software Development |
| - Information Devices and Systems | - HCI – User Interface Design |

Thomas Jefferson High School for Science and Technology, Alexandria VA	GPA: 3.92
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Work Experience

Content Creator/Reader, Electrical Engineering 16A	Jan 2016 – Present
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- Compiled lecture notes for this new EECS curriculum with 700 students.
- Hosted weekly office hours for struggling students and review session before midterms.

System Administrator Intern, BAE Systems	Jun 2015 – Aug 2015
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- Created a Java Struts application that queries inactive government contractor and automatically removes their information from the database. This automated the normally tedious process of manually finding users who are pending for removal, and made it easy for the system admin team to remove information timely.

Technical Support Assistant, University of California	Aug 2015 – Present
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- Worked with the IT team at Berkeley Art Museum to set up the campus network for the new building.

Projects

Hyper-TLDR (Web Application & Chrome Extension)	Mar 2016
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- Takes a webpage and creates a summary of its content using Aylien Text Analysis API.

Lift (Chrome Extension)	Feb 2016
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- Marks/highlights certain elements on a webpage and enables rapid traversal between selections.
- Designed this product hoping to improve browsing experience on infinite-scrolling website like FB/Reddit.

RiderWay (Web Application)	Oct 2015
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- Utilizes crowd-source road data to improve the cruising experience of skateboarders and bikers.
- Led a team of 4 members, main role was Here-API integration and product design.

Graphical glookup (ggLookup)	Sept 2014
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- Converted Berkeley's EECS terminal grade-checking tool "glookup" into a grade-visualization web portal.
- Main responsibility was working on SSH session and application deployment using Ngrok.

Degrees of Freedom (First person dimension-swapping puzzle game built in Unity)	Dec 2015
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Ultra-Rapid Stream (Humorous League of Legends match analysis tool built using Riot's API)	Apr 2015
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Represent! (Android application design mock-up)	Feb 2016
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Skills

Strong	Proficient	Familiar
Java/Python	C	MIPS
JavaScript	OpenMP/MPI	Flask/Django
JQuery	Ruby on Rails	
Data structure	API-Integration	
	UI/UX design	