Yiyang (Matt) Yan

Tustin, CA 92782
(949) 233-6099
matthewyan@hotmail.com
tried42long.github.io | Projects | Research | Github | LinkedIn | Portifio | Profile

HIGHLIGHTS
- Former Command and Data Handling Lead at University of California, Irvine satellite project
- Over half a decade of corporate and personal project experience in designing user interfaces
- Automation design specialist at European multinational corporation

EDUCATION

M.S., Computer Science   Sept 2016 – June 2018
Cal Poly Pomona

B.S., Computer Science and Engineering   Sept 2008 – June 2012
University of California, Irvine

SKILLS

Programming, Scripting, and Markup Languages

- Java
- JavaScript
- Lua
- Bash
- HTML
- SVG
- ActionScript
- C
- C++
- Unix shell script
- JSON
- Python

Applications
- Programming and Scripting: Eclipse, Microsoft Visual C++, Adobe Flash CS4, gedit, Notepad++, Visual Studio Code
- Video editors: Adobe Premiere Pro C4, Windows Movie Maker, VirtualDub
- Image editor: Adobe Photoshop CS5, GIMP 2.8
- Music production: FL Studio 11

EXPERIENCE

Full-Time, Thales Avionics, Inc.   July 2012 – July 2015
Associate Test Systems Engineer - Customer Engineering, Integration Verification & Validation Team
- Successfully assisted in more than 30 testing projects with personally developed tools and methodology
- Support in-fight entertainment system development by designing and running system tests
- Design, create, and run automated tests for overnight testing using Unix, Android, and internal tools
- Develop GUI for displaying results of test data
- Test software and hardware configurations of the in-fight entertainment system
- Create "test modules", internal processes for step-by-step system testing

Internship, Thales Avionics, Inc.   March 2011 – June 2012
Simulation Lab Engineer, Client-side GUI Developer
- Develop graphical user interfaces for in-flight entertainment physical and simulation models using JavaScript
- Presented GUI tools that are used in over 10 cross-company presentations, meetings, and testing projects
- Maintain server-side simulation network structure using Node.js
- Coordinate with coworkers to meet project intermediate deadlines and corporate demonstrations
- Document design and implementation choices through sequence diagrams
- Gain knowledge of industrial process used during a software development project

UCI Satellite Project, University of California, Irvine   September 2010 – present
Command and Data Handling Lead, Mission Control member, Satellite Communications Designer
- Develop and debug satellite firmware
- Active in student-organized project to launch UCI's cube satellite into space orbit in Summer 2012
- Test satellite mission control for use during orbit
- Design and test communications subsystem for project's second satellite