

# Yiyang (Matt) Yan

Tustin, CA  
(949) 233-6099

matthewyan@hotmail.com

[trying42long.github.io](https://github.com/trying42long) | [Projects](#) | [Research](#) | [Github](#) | [LinkedIn](#) | [Portfolio](#) | [Profile](#)

## HIGHLIGHTS

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

## EDUCATION

### M.S., Computer Science

Sept 2016 – Dec 2018

Cal Poly Pomona

Thesis: *"Comic Colorization Using Single Training Image"* cGAN Machine Learning

Relevant Coursework: Full Stack Engineering, Android Dev, Network Security, Human-computer Interaction, Machine Learning, Computer Vision, Computer Graphics, Advanced Networks, Game Theory

### B.S., Computer Science and Engineering

Sept 2008 – June 2012

University of California, Irvine

## SKILLS

Programming, Scripting, and Markup Languages

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

Applications

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

## EXPERIENCE

**Full-Time**, Thales Avionics, Inc.

July 2012 – July 2015

### Test Systems Engineer - Customer Engineering, Integration Verification & Validation Team

- Conducted more than 30 testing projects with personally developed tools and methodology
- Support in-flight 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-flight entertainment system
- Create "test modules", internal processes for step-by-step system testing

**Game Developer**, SG Team

July 2014 – May 2015

### Developer for online video game, Sword Girls

- Increased user activity by over 4 times after applying my first patch
- Collaborate with amateur fan developers and artists to sustain and revive Korean browser game, Sword Girls
- Code in various languages and formats to retain original look and feel, such as Lua, Python, and JSON
- Render various graphical assets for graphical user interface needs
- Partake in game community as public relations for user base growth

**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
- Document design and implementation choices through sequence diagrams

**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