Tony **Yang**

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Education

Cornell University *Ithaca, NY*

B.A. in Computer Science | Minor in Mathematics *Expected 2022*

- GPA: 3.79
- Relevant Coursework: OOP & Data Structures, Functional Programming & Data Structures, Intro to Analysis of Algorithms, Discrete Structures, Linear Algebra, Programming Languages & Logics, Operating Systems, Database Systems, Multivariable Calculus

Experience

Cornell Design & Tech Initiative *Ithaca, NY*

Software Developer *Oct. 2019 - Current*

- Working on Rider, a ride-share app for students with disabilities on campus, with a team of designers, product managers, and developers
- Implement a responsive frontend for the iOS and Android app with Flutter, while following the Git branching and CI/CD workflow
- Built reusable widgets and integrated REST APIs with the frontend of the app

Cornell Dept. of Economics *Ithaca, NY*

Research Assistant *Jun. 2017 - Aug. 2018*

- Conducted research on new car technologies and their impact on the rapid product quality improvement in the Chinese auto industry under Dr. Barwick
- Compiled over 150 quarterly and annual financial reports for major Chinese automobile firms using Bloomberg, Capital IQ, and other financial databases

Genomic Open-source Breeding informatics initiative *Ithaca, NY*

Software Development Intern *Jun. 2018 - Aug. 2018*

- Developed an application that performs a comparative analysis of genotype files
- Implemented a parser that efficiently reads genotype files containing over 2000 lines of genome sequences and metadata.
- Integrated application with GOBii's scalable genomic data management system

Projects

Moody - Hack Our Campus

React Native, TypeScript *Aug. 2020*

- An iOS and Android tracker app meant for users to track and reflect on their emotions, as well as provide encouragement for users
- Integrated Google Dialogflow to create a Chatbot that sends encouraging quotes and memes based on users' mood
- Placed top 3 for the hackathon's Mental Health category

mediaRec

React, Flask, Python *Jul. 2020. - Aug. 2020*

- Develop a webapp that provides movie and song recommendations based on user preferences using Spotify API and TMDb API
- Implement recommendation algorithm/logic using Flask, with a frontend created with React

OScrabble

OCaml *Mar. 2020 - May. 2020*

- A functional implementation of the board game Scrabble with local multiplayer, developed as my final project submission for CS 3110
- Implemented word checking logic using a Trie to verify whether a proposed word is a real Scrabble word
- Developed a scoring system that manages each player's score and determines a winner

Tattler

Java, Python (Django) *Mar. 2019 - Jun. 2019*

- A native Android app for the Tattler (student-run news publication) created using Java and XML with a responsive UI and navigation
- Used the Django framework to display over 1500 articles from a database

Skills

Languages Java, OCaml, Python, JavaScript (ES6, React, React Native), TypeScript, Dart, Kotlin, HTML/CSS

Tools Android Studio, Flutter, LaTeX, Vim, Git

Awards Tanner Dean's Scholar

Communication English, Chinese