

# Tony Yang

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## Education

### Cornell University

B.A. IN COMPUTER SCIENCE | MINOR IN MATHEMATICS

Ithaca, NY

Expected 2023

- GPA: 3.79
- Relevant Coursework: OOP & Data Structures, Functional Programming and Data Structures, Intro to Analysis of Algorithms, Discrete Structure, Linear Algebra. (Fall 2020) Programming Languages & Logics, Operating Systems, Database Systems, Multivariable Calculus

## Skills

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

**Tools** Android Studio, Flutter,  $\text{\LaTeX}$ , Vim, Git

**Awards** Tanner Dean's Scholar

**Communication** English, Chinese

## Experience

### Zalko

FRONTEND DEVELOPER

Ithaca, NY

Jul. 2020 - Current

- Develop Zalko, a social media app that allows users to create and share video content, using React Native and TypeScript
- Create a responsive frontend and UI for the app and completely redesign captions, posts, and profile components

### Cornell Design & Tech Initiative

SOFTWARE DEVELOPER

Ithaca, NY

Oct. 2019 - Current

- Working on Rider, an app for requesting rides from Cornell's paratransit service, with a team of designers, product managers, and mobile/backend developers
- Implement a responsive frontend for the iOS and Android app with Flutter, while following the Git branching and CI/CD workflow

### Genomic Open-source Breeding informatics initiative

SOFTWARE DEVELOPMENT INTERN

Ithaca, NY

Jun. 2018 - Aug. 2018

- Developed an application that performs a comparative analysis of genotype files
- Implemented a parser that reads genotype files containing 1000+ 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

- A tracker mobile 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
- Developed a responsive frontend for Android and iOS using React Native and TypeScript

### mediaRec

REACT, FLASK, PYTHON

Jul. 2020. - Aug. 2020

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

### OScrabble

OCAML

Mar. 2020 - May. 2020

- A functional implementation of the board game Scrabble with local multiplayer 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 (news publication) created using Java and XML with a responsive UI and navigation
- Implemented a Django backend for app that displays articles from a database
- Designed app layout and content to uphold accessibility standards