Tony **Yang**

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Education

Cornell University *Ithaca, NY*

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

Experience

Zalko *Ithaca, NY*

Frontend Developer *Jul. 2020 - Current*

- Develop Zalko, a social media app that allows users to create and share video content, using React Native and TypeScript
- Restructured the frontend and UI of the app by completely redesigning the captions, posts, and profile pages

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

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
- 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
- Designed app layout and content to uphold accessibility standards

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