

Haoyang Ding's Resume



1. Basic Info

- Name: Haoyang Ding
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- Work Authorization: U.S. Permanent Resident

2. Summary

I am an Informatics Junior at University of California who combines product thinking with the ability to execute through technical depth. I have written full product requirement packages in coursework and led structured planning artifacts for team projects.

I adapt quickly in fast-paced environments and integrate well into new teams and work styles. My international travel experience and team project experience have strengthened my comfort working in diverse, multicultural settings and keeping up with rapid iteration and tight timelines.

3. Education

University of California, Irvine (UCI)

I am pursuing a B.S. in Informatics and expect to graduate in December 2026.

I originally studied Computer Science B.S. and switched into Informatics B.S. in my junior year to focus more on product, users, and systems design while keeping a strong technical foundation.

Relevant coursework:

- Project Management
- Software Design: Applications
- Requirements Analysis and Engineering
- Human Computer Interaction

Advanced Topics in Human-Computer Interaction
User Interaction Software
Designing for the Internet of Things
Social Analysis of Computing
Introduction to Health Informatics
C++, Python, Java ...

Certifications & Technical Coursework

Fundamentals of TinyML — Harvard University (Online)

- Studied on-device machine learning under strict constraints (memory, latency, power)
- Covered model compression, quantization, feature engineering, and TinyML system trade-offs
- Built intuition for when to use TinyML vs edge/cloud ML

Machine Learning and AI with Python — Harvard University (Online)

- Implemented core ML algorithms in Python (supervised & unsupervised learning)
- Applied data preprocessing, model evaluation, and feature selection techniques
- Worked with real-world datasets using NumPy, pandas, scikit-learn

4. Projects

CodeSafe — Requirements & Validation Pack (IN4MATX 113) | Team Project

- I delivered a complete requirements package, including stakeholder analysis, elicitation notes, scope definition, user stories, functional requirements, and detailed use cases.
- I created a validation plan and prototype artifacts to align requirements with user needs and identify gaps before implementation.

- I built a traceability matrix to map business goals and requirements to features and validation steps, which improved clarity on priorities and release readiness.

ZotRent — Student Housing Platform (IN4MATX 151) | Team Project

- I served as the project planning owner on a multi-person team and produced the core execution artifacts, including a WBS, Gantt chart, cost estimate, business case, and quality and risk plans.
- I worked with teammates to define an MVP scope and delivery milestones, clarified dependencies across workstreams, and kept priorities aligned by documenting decisions and change impacts.
- I translated high-level goals into an actionable roadmap and proposed release success criteria (e.g., listing creation completion, search-to-contact conversion, and report/issue flow completion) to support post-launch iteration.

Systems Design Case Studies (IN4MATX 121) — Application, Interaction & Architecture Design | Team Project

- I collaborated with a student team to design the application, interaction, and architecture for three complex systems: a traffic-signal learning system, a disaster relief coordination system, and a tracking system.
- I helped translate stakeholder needs into personas, use cases, and end-to-end user flows, and I used Figma prototypes to communicate and iterate on key workflows with the team.
- I contributed to architecture decisions using C4-style diagrams and documented system boundaries, failure modes, and operational constraints, then proposed measurable success criteria (completion rate, time-to-task, and error rate) to guide future evaluation.

Mental Health Product (IN4MATX 132) — Human-Centered Interaction | Team Project

- I collaborated with a multi-person team to define and scope a mental health design problem, including competitive analysis and clear user goals to guide MVP decisions.

- I planned and conducted contextual interviews and synthesized findings into personas, primary use cases, and prioritized requirements that aligned the team on what to build first.
- I designed and iterated Figma prototypes, then ran analytic and think-aloud usability evaluations to surface failure points and convert feedback into actionable design changes.
- I defined success metrics for each iteration (task success rate, time-on-task, error rate, and qualitative satisfaction) and used results to propose a forward-looking roadmap for the next release.

Multi-Exchange Quant Trading System (Arbitrage + Trend Following) | Independent Project

- I built a crypto trading system across Bitget, Bybit, Coinbase, and Binance, covering market-data ingestion, signal generation, order execution, risk limits, and monitoring.
- I defined success metrics for execution quality (fill rate, latency, slippage, error rate, and recovery time), then analyzed results to prioritize the next roadmap of reliability and performance improvements.
- I have a three-year performance report around 40% annualized return and documented algorithms and constraints modification milestones to make decisions reproducible and reviewable.
- My system includes clearer fee transparency, safer order confirmation steps, and recoverable error states under volatility.

5. Intern Experience

Industrial and Commercial Bank of China (ICBC) — Software Development Intern | Hangzhou | Jul 2024 – Aug 2024

- Worked on ML-assisted pipeline to identify/classify and summarize confidential documents; supported building search workflow for retrieval.

- I partnered with a team to define data labeling, quality requirements and translate them into implementation tasks (pipeline, indexing/search, evaluation).

Zhejiang Dajing Venture Capital — Investment/Research Intern | Hangzhou | Jun 2024 – Jul 2024

- Analyzed emerging-tech trends (embodied intelligence) and synthesized research into actionable briefs for internal discussion.
- Built structured comparison (market, tech, regulatory and risks) to support decision-making and prioritization.

6. Skills

Product & Requirements

- Product requirement document, MVP scoping, prioritization, roadmaps
- User stories, functional requirements, use cases, acceptance criteria
- Traceability matrix, validation planning, release readiness documentation

User Research & UX

- Stakeholder analysis, contextual / semi-structured interviews, synthesis (affinity mapping)
- Think-aloud usability testing, task design, severity rating, iteration tracking
- Personas, journey maps, user flows, information architecture
- Figma prototyping (interactive flows)

Analytics & Metrics

- Success metrics definition, experiment planning & readouts
- Funnel/cohort analysis and segmentation
- SQL; Python (Pandas, NumPy)

Data & Engineering

- REST API integration and data collection for product/market workflows
- Airflow (DAG authoring & scheduling)
- PostgreSQL (data modeling + SQL querying)
- dbt (models + tests)
- Metabase (dashboards)
- Git/GitHub; HTML/CSS/JavaScript

Project Management

- WBS, Gantt chart, milestones & dependency tracking
- Cost estimation, risk & quality planning, scope/change control
- Business case documentation

Languages

- English, Mandarin Chinese

Other

- Violin; tennis and swimming (China National Level 2 athlete standard)

7. Additional

Countries Visited: USA, Australia, New Zealand, Switzerland, Italy, France, Spain, Portugal, Germany, Morocco, Finland, Greece, Britain, Japan, Korea, Singapore, Mexico, China.