

VIVIAN YAM

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EDUCATION

Stevens Institute of Technology, Hoboken, NJ

Bachelor of Science in Computer Science

Expected May 2025

Honors: Presidential Scholarship

Coursework: Calculus I & II, Data Structures, Algorithms, Discrete Mathematics, Computer Architecture & Organization

LANGUAGES & SKILLS

Programming languages: Java, HTML, CSS, Python, JavaScript, C, C++

Technology: React, GitHub, Visual Studio Code, Oracle VM VirtualBox, IntelliJ, Eclipse, IDLE, Figma

Skills: Problem-Solving, Leadership, Collaborative, Adaptable, Communication

WORK EXPERIENCE

Stevens Institute of Technology-Undergraduate Research Assistant | Hoboken December 2022-Present

- Examine the best markdown systems and implement new features such as including external documents in multiple formats (c++, Java, python, png, etc.) in a single uniform manner, the ability to build documents with forms or quizzes built in, and easier to table and graph facilities
- Used IntelliJ IDEA, Tomcat, CSS, HTML, JavaScript to implement the features

The Stute-Software Developer | Hoboken

November 2022-Present

- Work in a team to develop a mobile application for the college newspaper
- Help maintain The Stute website and add new features by transferring written content to the website on a weekly basis
- Used technology such as WordPress, React Native, Git, CSS, JavaScript

Girls Who Code-Volunteer | Hoboken

September 2022-Present

- Taught Python to 24 girls from Hoboken Charter School to inspire them to pursue computer science
- Designed weekly lesson plans to include the concepts of loops, variables, conditionals and functions that form the basis of all programming languages

PROJECTS

Personal Website | Personal Project

July 2022-Present

- Built a fully responsive website with HTML, CSS, JavaScript, to practice technical knowledge and showcase interpersonal skills
- Designed the overall website concept and layout to include a resume, project, and contact me webpage

House simulation | Data Structures course

March 2022-May 2022

- Created a house simulation through Java to prompt the user to decide which room they want to enter in order for the simulation to bring them to that room
- Demonstrated my knowledge of graphs, linked lists, and nodes by using a graph as a collection of nodes/vertices and links/edges as a linked list of locations to simulate a house