

## EDUCATION

**Carnegie Mellon University**  
B.S. in Computer Science  
(Minor: Sound Design)  
Cumulative QPA: 3.31/4.00  
Pittsburgh, PA | Expected May 2020

## SKILLS

Unix, Python, C, Git, HTML, CSS,  
Bootstrap, JavaScript, SML,  
Processing, Swift, LaTeX

## COURSEWORK

**15-213** Introduction to Computer  
Systems (Spring)  
**15-323** Computer Music Systems  
and Information Processing (Spring)  
**15-251** Great Ideas in Theoretical  
Computer Science  
**15-150** Principles of Functional  
Programming  
**15-122** Principles of Imperative  
Computation  
**15-131** Great Practical Ideas in  
Computer Science

## LINKS

Github: [//wynneyao](https://github.com/wynneyao)  
LinkedIn: [//wynne-yao](https://www.linkedin.com/in/wynne-yao)

## EXPERIENCE

**Carnegie Mellon University** | *Computer Music Research Intern* (2017)

- Used music programming language Nyquist and basic knowledge of digital signal processing to develop under Professor Dannenberg a synthesizer preset loader to add an example collection of audio engineered sounds for NyquistIDE

**Zulama** | *Software Intern* (2017)

- Collaborated in a team of 3 to create a game and write curriculum for a mobile game design course used in middle schools across the U.S., Thailand, and Malaysia to encourage project-based computer science education

## PROJECTS

**The Memory Box** (2017)

- Collaborated in a team of 5 to create an audio-visual art installation that invites visitors to record a memory. The installation responds with a light display and a playback of other visitors' memories of similar emotion
- Created audio panning effect on the recordings using Java and Processing to give the illusion of omni-directional spatial sound
- [Video of Memory Box](#)

**Lifeboat** | *Winner of Best Web App at HackCMU* (2017)

- Connects rescuers and victims in times of natural disaster based on location
- Created a form for submitting victims' information and helped implement a texting feature for notifying the victim of coming aid
- [Video of Lifeboat](#)

**Cadenza** (2016)

- An interactive game that teaches music theory using random music generation algorithms and engaging audio/visual elements
- [Video of Cadenza](#)

## LEADERSHIP

**Women@SCS** | *Mentor* (2017-2018)

- "Big sister" in the Big Sister/Little Sister mentoring program

**K-Pop Dance Club** | *Dance Director* (2017-2018)

- Organized open dance classes and performances and oversaw other dance instructors
- Taught choreography and organized weekly practices for dance teams of 10-13 for school-wide performances

## PUBLICATIONS

**The Pearl** | *Writer, Editor, Publisher* (2014)

- Published and marketed a 251 page novel on CreateSpace
- Sold 70+ copies in a year
- Won Honorable Mention in Novel Writing in the Scholastic Art and Writing Awards