

WYNNE YAO

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EDUCATION

Carnegie Mellon University

B.S. in Computer Science
(Minor in Sonic Arts)
Cumulative QPA: 3.51
Pittsburgh, PA | Expected May 2020

SKILLS

Python	Django
C	HTML
Git	CSS
SML	Node.js
	jQuery

COURSEWORK

Computer Science:

15-210 Parallel and Sequential
Data Structures and
Algorithms (Fall)
10-601 Introduction to Machine
Learning (Fall)
15-213 Introduction to Computer
Systems
15-323 Computer Music Systems
and Information
Processing
15-251 Great Ideas in Theoretical
Computer Science

Statistics/Mathematics:

36-217 Probability Theory and
Random Processes
21-241 Matrices and Linear
Transformations

Technical Communication:

76-270 Writing for the
Professions

LINKS

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

SOFTWARE EXPERIENCE

ASML

Software Engineering Intern (Jun 2018 - Aug 2018)

- Performed full-stack development on a software dashboard web application using Django (Python) whose features include:
 - Auto-generation of software team status reports
 - Ability to query software patches to improve analysis of patch trends, obtain performance metrics, and plan patches
- Wrote documentation for project requirements and design
- Presented results to a focus group

CMU Research Experiences for Undergraduates

Spoken Dialogue Systems Research Intern (Jan 2018-May 2018)

- Designed and implemented ways to respond to media attachments sent to DialPort Facebook messenger bot using Node.js

Zulama

Software Intern (May 2017 - Jun 2017)

- Collaborated in a team of 3 to create an educational game with GameMaker
- Designed a project-based mobile game design curriculum to be used in middle schools

PROJECTS

The Memory Box (Dec 2017) | <http://bit.ly/2AHD6FK>

- Created an audio-visual art installation that responds to audio recordings of memories with a playback of other visitors' memories of similar emotion
- Implemented audio panning effect to give the illusion of omni-directional spatial sound with Java
- Collaborated in a team of 5

Cadenza (Dec 2016) | <http://bit.ly/2wzORP3>

- Created an interactive game with Python that teaches music theory using a music generation algorithm and audio/visual elements

LEADERSHIP

Carnegie Mellon University

Introduction to Computer Systems Teaching Assistant

(Aug 2018 - Present)

- Helped grade student work and answer student questions
- Led weekly recitations to explain course material

Women@SCS

Big Sister Mentor (Jan 2017 - Present)

- Advised an underclassman female computer science student
- Volunteered for TechNights, a technology outreach program for middle school girls