

Alex Yang

312-291-6494 | alxsyang@gmail.com | github.com/xxsyang | <https://xxsyang.github.io/>

EDUCATION

University of Utah

May 2026

Master of Computing (ongoing)

Master of Software Development (graduated in Spring 2024)

Salt Lake City, UT

- GPA: 3.96

University of Michigan

April 2022

Bachelor of Science in Statistics

Ann Arbor, MI

- GPA: 3.5, University Honor

SKILLS

Tech Skills: Java, Go, JS, R, C++, C#, Python, MySQL, AWS, Git, LaTeX, Markdown, Unix Commands

Team Working Skills: Rapport-building and listening, Organizational and planning, Reliability, Tolerance

EXPERIENCE

Teaching Assistant

May 2024 – Present

University of Utah, Kahlert School of Computing

Salt Lake City, UT

- Teaching Assistant for CS 6017 Data Analytics and Visualization.

Knowledge Commons Desk Staff, Student Computing Services

Aug 2023 – Present

University of Utah, J. Willard Marriott Library

Salt Lake City, UT

- Provided students, staff, and faculty with technology assistance, library information, and basic research assistance, including accessing electronic journals and research databases.
- Provided supports for printing, scanning, various softwares(VPN, Virtual Machine, Microsoft 356, and Adobe Products), wireless laptop setup, and classroom and lab media equipment.
- Offered services including equipment circulation, poster printing, and cashiering.

Database Engineer (Internship, remotely)

June 2022 – August 2022

Sichuan Xishu Zhongcheng Geotechnical Engineering Co., Ltd.

Remote

- Responsible for the database management, maintenance, and data security for the ERP.
- Handled database design and SQL reviews, took charge of continuously optimizing database and SQL performance to support daily data requirements for business operations.
- Ensured the stable, efficient, and secure operation of the database system and promptly addressed any database failures.
- Participated in data architecture planning and design, as well as reviewed the modeling and design of related business data.

PROJECTS

Bradley Terry Model for NCAA | R

March 2022 – April 2022

- This project ranked teams by strength coefficients (from strongest to weakest) based on the collected data sets including 358 Division 1 men's basketball team's win-loss data (records of 5345 games during 2021-2022 season) and built different versions of Bradley Terry Model.
- Based on the summary of models' cross-validations, choose a preferred model generate coefficients for representing the strength of different basketball teams (top 10 teams and bottom 5 teams).

Pidcord | Next.js, React, mySQL, Socket.io, Prisma, Tailwind

Jan 2024 – Present

- This project aims to deliver a feature-rich and scalable communication platform that emulates the functionality and user experience of Discord.
- The project will be a real-time chat application, supporting user's authentication, text, voice, and video communication.

Interactive Map of Uyghur Internment Camps | JS, HTML, CSS, D3.js

Jul 2023 – Aug 2023

- Collected Internment Camps data from an independent journalist and translate data into geojson file. Plotting by using d3 library. [Access here.](#)