XIN YANG

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EDUCATION

NORTHWESTERN UNIVERSITY | Weinberg College of Arts and Sciences | GPA: 3.63/4.00 *Expected Graduation Dec 2021*

- Combined Bachelor's degree and Master of Science in Computer Science
- Relevant Courses: Fundamentals of Computer Programming I, II, Data Structures and Algorithms, Intro to Computer Systems, Discreet Math, Human-Computer Interface, Multivariable Calculus, Linear Algebra, Data Science

EMORY UNIVERSITY | Oxford College of Emory University | GPA: 4.00/4.00 *August 2017 – May 2018*

PROJECT

Trip Planner API | DDSL2 | Data Structure & Algorithms

- An application that provides routing and searching services and contains roads, position, and point-of-interest.
- Supported two forms of queries: find the shortest path from the starting point to the named point-of-interest and find the nearest input number point-of-interests in the given category.
- Provided optimization improvement using data structures to store entities and implement graph algorithm such as the Dijkstra Algorithm and Heap Sort Algorithm.

Naïve Bayes Sentiment Analysis System | Python | Supervised Machine Learning

- Implemented a Naïve Bayes Sentiment Analysis System trained on a corpus of movie reviews for emotions detection.
- Trained the Machine Learning System to take in document input and automatically learn to determine whether the sentiment conveyed by the author is positive, negative, or neutral.

Data Structures & Algorithms Visualizer | HTML/CSS | JavaScript

- A web application that allows users to learn, visualize and test basic ADT's and algorithms.
- Implemented binary tree, linked list, and basic sorting algorithm and designed website user interface.

Vehicle Device Simulator | C++

- A simulator that manages a series of vehicle devices such as turn signals, turn lights, brake pedal, accelerator, and motor.
- Implemented and modeled real applications using classes to represent real objects.

Personal Web Portfolio | HTML/CSS | Human Computer Interface

- A web interface design that showcases my portfolio based on design principles in Computer-Interaction Design.
- Implemented an interactive menu system that navigates to my bio, a Wireframe Prototype and iPod Music Player.

Snake & Asteroids Redux | Racket

- Implemented a traditional snake game that enables keyboard arrows to control snake to eat and avoid obstacles.
- Implemented an Asteroids Redux game with functionalities of AI enemies, missiles, and directions.

EXPERIENCE

ASSET MANAGEMENT TECHNICAL AIDE | Kellogg Information Systems | Evanston, IL *March 2019 – Present*

- Assist Kellogg information System department to provide IT operation support for faculty, staff, and students.
- Provide support for IT asset receiving, inventory, software imaging, deployment, endpoint support & maintenance and decommissioning of IT equipment.
- Perform general IT tasks such as maintaining hardware processes cycle, networking installation, troubleshooting, and other computer system works.

PSYCHOLOGICAL RESEARCH ASSISTANT | Oxford College of Emory University | Oxford, GA *August 2017 – May 2018*

- Assisted Dr. Kenneth Carter with a textbook project in clinical psychologically illnesses such as mood disorders.
- Assemble a digital information storage to efficiently collect textbook and research journal references.
- Fostered a work environment that facilitates the process of Dr. Kenneth Carter's professional teaching.

SKILLS

- **PROGRAMMING** C/C++, Python, JavaScript, R, Racket, Java
- **WEB DEVELOPMENT** HTML/CSS, Bootstrap 4, Django
- **SOFTWARE & TOOLS** DrRacket, Eclipse, Visual Studio, Rstudio, Git, Xcode, Jupyter