Yanchi Wang

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EDUCATION

Brown University Providence, RI

Bachelor of Computer Science Sc. B

Expected May 2024

• GPA: 3.9 / 4.0

• Relevant Coursework: User Interfaces and User Experience, Design and Implementation of Programming Languages, Mathematical Logic, Logic for Systems, Computer Vision, Intro to Computer Systems, Functional Programming, Data Structures and Algorithms, Discrete Structures and Probability, Game Theory, Honors Linear Algebra, Statistical Inference

EXPERIENCE

Undergraduate Teaching Assistant for Data Structures and Algorithms Jan

January 2022 – Present

Brown University Department of Computer Science

Providence, RI

- Created assignments for a newly created class, working in tandem with my professor to curate material for incoming students.
- Helped students achieve understanding core on concepts.
- Developed and maintained the course website.

Math Tutoring

June, 2018 – July, 2019

Private Tutoring

Northbrook, IL

- Tutored high school and elementary leveled students on advanced mathematics such as Algebra and Probability.
- Curated problem sets for students to develop problem solving and critical thinking skills.

Projects

Online REPL CSVParser | Java/TypeScript/React/HTML/CSS

Spring 2023

- Organized and collaborated an online REPL the users can use to access the CSV parser with a small group of 3.
- Implemented the backend CSV parser to be compatible with a variety of readers and files.
- Connected the front and back end by implementing servers and passing JSON data.

CS200 Course Website | Jekyll/HTML/CSS/JavaScript

Spring 2022

- http://cs.brown.edu/courses/csci0200/2022-spr/
- Designed and implemented (with team) a website for an introductory computer science course.
- Ensured the website was accessible and inclusive towards underrepresented groups in computer science.
- Maintained website throughout semester.

 $\mathbf{Shell} \mid C$ Fall 2021

- Created a functioning Shell that works with the user's terminal.
- Allows for basic functions such as directory traversal, file redirection, signal handling, child reaping, and foreground-background processes.

Search Engine | Java

Summer 2021

- Wrote (with a partner) a search engine which processes each word in a database of documents.
- Allows for user to query a string of words and returns the ten best fitting documents based on word frequency.
- Users can choose to also use the PageRank algorithm, which additionally scores documents based on the quality and quantity of links to each document.

Connect4 | ReasonML

Spring 2021

- Programmed (with a partner) the game of Connect4 so that it could be played on the command line.
- Allows for user to play single player against an AI, which uses the minimax algorithm to choose the best move within 5 steps.

SKILLS

Programming Languages: Java, C, Python, Alloy, Javascript, CSS, Jekyll, Racket, Scala, ReasonML Languages: English (fluent), Mandarin (fluent), French (limited)