ZIYUE YANG

COMPUTER SCIENCE AND STATISTICS

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TECHNICAL SKILLS

Programming Python, Java, C++, JavaScript, SQLite, Swift, Ruby, XML
ML Tools Jupyter Notebook, AWS, PyTorch, Keras
Web Django, Rails, Vue.js, React, Bootstrap
Mobile Dev Android Studio, Xcode

EXPERIENCE

MarkUs Project
Software Developer Intern, Volunteer   Toronto, ON (June 2020 - Present)
- Contributing to the fullstack development and maintenance of MarkUs, a Rail-based web platform used to collect and grade student work. My responsibilities include
  − Implementing and testing new features in various software listed above.
  − Fixing bugs.
  − Improving testing and documentation.

Bigtheta
Project Leader (Remote)   Toronto, ON (May 2020 - Present)
- Leads a team of entry-level student programmers to create Django-based project.
- Introduces software development tools and principles (e.g. git, UML, SOLID) in a lecture-like style.
- Demonstrates front-end and back-end developing, with some use of database.

Cohesion
iOS Developer, Internship   Guangzhou, Guangdong, China (Summer 2018)
- Contributed to the Swift development of Cohesion App, an iOS office reservation tool.
- Implemented web features using JavaScript.
- Front-end testing with various browsers.

PROJECTS

Console FPV Navigator   (June 2020)
- A command-line based first-person 3D navigator, written in C++.
- Used a ray casting algorithm to map from 2D space to 3D for rendering.
- Inspired by the engine of game *Wolfenstein 3D*.

UniMart   (May 2020 - June 2020)
- Implemented user models, item views, and trade models in Django to allow C2C trading.
- Styled front-end templates with the Bootstrap framework.
- Stored and managed data with PostgreSQL.
- Deployed application using Heroku.

Agenda   (April 2020)
- Integrated Android GUI with various features (e.g. auto-filling while searching calendar events by name).
- Implemented features that allow users to modify repeating events, as well as operations on user-selected events.
- Queried app data using SQLite.

EDUCATION

University of Toronto   Toronto, ON (2018–2022 (Expected))
- Honours Bachelor of Science
- Computer Science and Statistics, Minor in Mathematics
- Machine Learning Focus

Selected Curricula

Computer Science

Software Design, Data Structures, Convolutional Neural Networks, UNIX Programming, Theory of Computation.

Statistics

Methods for Machine Learning, Methods of Data Analysis, Probability.

Mathematics

Linear Algebra, Real Analysis, Multivariable Calculus.