

# Jason Yan

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## EDUCATION

### CARNEGIE MELLON UNIVERSITY

B.S. IN ELECTRICAL AND  
COMPUTER ENGINEERING  
Grad. May 2016 | Pittsburgh, PA

### STUYVESANT HIGH SCHOOL

Grad. June 2012 | New York, NY

## LOCATION

### CURRENT ADDRESS

160 - 16 73<sup>rd</sup> Ave Fresh Meadows  
New York, NY 11366

### PERMANENT ADDRESS

160 - 16 73<sup>rd</sup> Ave Fresh Meadows  
New York, NY 11366

## COURSEWORK

### SOFTWARE

Web Application Development  
Software Engineering  
Software Construction  
Operating Systems  
Computer Systems  
Functional Programming  
Imperative Programming

### HARDWARE

Embedded System Design  
Embedded Real-Time Systems

## SKILLS

### PROGRAMMING

Proficient:

Java • C • Python • SML  
x86 Assembly • ARM Assembly

Familiar:

MATLAB • AS3 •  $\text{\LaTeX}$

### WEB DEVELOPMENT

Proficient:

React • Django • Javascript  
HTML5 • CSS3 • Git

## EXPERIENCE

### NYSNETECH | SOFTWARE ENGINEERING INTERN

May 2015 - Aug 2015 | Shanghai, China

- Developed a mobile chat client that provides users with easy access to retail agents.
- Learned and used the recently developed React Javascript library to design a cohesive user interface.
- Added on to the WebSocket communication protocol to create a message logging feature.

### CHEMCOLLECTIVE | RESEARCHER

June 2015 - Aug 2015 | Pittsburgh, PA (remote)

- Built a dimensional analysis tutoring application using React and Flux.
- Tutor features drag-and-drop functionality and error-checking.
- Created an extensible expressions manager that evaluates user inputs.

### CHEMCOLLECTIVE | RESEARCHER

June 2014 - Aug 2014 | Pittsburgh, PA

- Worked on the ChemCollective Virtual Laboratory team as lead web developer.
- Restructured web pages to include dynamic content.
- Fixed several authentication issues with the teacher and student homepages.
- Implemented a progress report generator for student assignments, details the accuracy of submitted answers and suggests study tips.

## PROJECTS

### GRUMBLR.

- Created a featureful and interactive web application with Django and Python.
- Integrated user authentication with email verification and provided quasi-real-time updates of media content.
- Gained experience using an iterative development process that closely mirrors modern AGILE practices.
- Used jQuery and AJAX to asynchronously deliver feed content to users.

### SCRABBLE FRAMEWORK

- Built a multiplayer extensible game of Scrabble using Java and Swing.
- Core of user interface utilizes a Model-View-Controller design pattern.
- Features customizable plugins, presenting users with a variety of game modes.

### MULTI-THREADED WEB PROXY

- Worked with a partner in writing a concurrent thread-based proxy.
- Used POSIX socket API to handle network I/O and redirect HTTP requests.
- Implemented a LRU eviction algorithm to cache frequent HTTP requests, protected cache access with semaphores.