Yiwei Yang

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EDUCATION

University of Michigan   Ann Arbor, MI

Major: Computer Science GPA: 3.5/4.0

Course Highlights: Data Structures and Algorithms, Computer Organization, Linear Algebra

Awards/Honors: Dean's List (2015 Fall, 2017 Winter), qualification to American Invitational Mathematical Examination (top 5% nationally)

PUBLICATIONS

- Y. Chen, S. W. Lee, Y. Xie, **Y. Yang**, W. S. Lasecki, S. Oney. Codeon: OnDemand Software Development Assistance. In Proceedings of the International ACM Conference on Human Factors in Computing Systems (CHI 2017), Denver, USA.
- S. W. Lee, **Y. Yang**, S. Yan, Y. Zhang, I. Wong, Z. Tan, M. McGruder, C. M. Homan, W. S. Lasecki. Creating Interactive Behaviors in Early Sketch by Recording and Remixing Crowd Demonstrations. In AAAI Conference on Human Computation Demos (HCOMP 2016), Austin, TX.
- W. S. Lasecki, H. Kaur, M. Gordon, **Y. Yang**, J. Teervan, E. Kamar and J. Bigham. CrowdMask: Using Crowds to Preserve Privacy in Crowd-Powered Systems via Progressive Filtering. In AAAI Conference on Human Computation Demos (HCOMP 2017), Quebec City, CAN.
- S. W. Lee, Y. Zhang, I. Wong, **Y. Yang**, S.D.O'Keefe, W. S. Lasecki. SketchExpress: Remixing Animations For More Effective Crowd-Powered Prototyping Of Interactive Interfaces. In Proceedings of the ACM Symposium on User Interface Software and Technology (UIST 2017). Quebec City, Canada.

EXPERIENCE

Undergradute Researcher *advised by Prof. Walter S. Lasecki*   *Sept 2015 - Present*

In Crowds and Machines Lab

- Worked on interdisciplinary projects relating to crowdsourcing, human computation, and artificial intelligence.
- Developed crowd-powered tools using a variety of web technology such as Javascript, SQL, and MongoDb.
- Submitted 5 papers and 1 poster with Professors and labmates to top conferences in Human Computer Interaction, with 3 paper and 1 poster accepted.

RESEARCH PROJECTS

Remixing Animations For More Effective Crowd-Powered Prototyping Of Interactive Interfaces

Undergraduate Researcher   *Mar 2016 - Present*

- Collaborated with 4 labmates to conceptualize animation structure for learning animation automation
- Programmed animation awareness feature to facilitate the collaboration of crowd workers

Codeon: On-Demand Software Development Assistance

Undergraduate Researcher   *Sept 2015 – Feb 2017*

- Built communication functionality between end-user and helpers
- Enhanced user interface to help users learn the tool more quickly
- Cooperated with Professor and 3 graduate students to publish the paper in CHI conference.

Preserving Privacy in Crowd-Powered Systems

Undergraduate Researcher   *Jan 2017 - Present*

- Innovated an image filtering algorithm which reduces cost by 40% and augments user privacy
- Tested and refined the tool to ensure its complete functioning

SKILLS

Programming Languages: C, C++, Javascript, HTML5/CSS, PHP, SQL, Swift

Frameworks & Softwares: AngularJs, MeteorJs, JQuery, Bootstrap, MongoDb, Git, Matlab