Yiwei Yang

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EDUCATION

University of Michigan Ann Arbor, MI Major: Computer Science GPA: 3.5/4.0
Relevant Courses: Data Structures and Algorithms, Computer Organization, Linear Algebra
Awards/Honors: Dean's List(2015 Fall), qualification to American Invitational Mathematical Examination(top 5% nationally)

EXPERIENCE

Research Assistant *advised by Walter Lasceki* September 2015 - Now
@Crowds and Machines Lab

- Developed on multiple interactive crowd powered systems that largely focus on the field of Human Computer Interaction

PROJECTS

Apparition - *a system that helps user quickly create functional prototypes with interactive behaviors*

- Designed and developed an "animation path editing" feature that allows user to visualize the path of the elements in animation, and modify the animation by directly editing the path
- Designed a taxonomy by decomposing animation for learning the automation of animation using machine learning
- Designed and created a collection in the server to log user behavior while using the system

Codeon - *an IDE plugin that assists user program faster and more efficiently by providing them an online helper*

- Improved UI to help users visualize information and familiarize with the system quickly
- Added infrastructure for commenting to facilitate communication between end-user developer and helper

Slow Search - *a web application that studies the relationship between time and effort when searching*

- Designed and developed the front end of a web application for an online user study

SKILL

Programming Languages: Assembly, C, C++, Javascript, HTML5/CSS, Matlab
Framework: AngularJs, MeteorJs

PUBLICATION

Yan Chen, Sang Lee, Yin Xie, **Yiwei Yang**, Walter S. Lasecki, Steve 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. 2016. (Poster)