Yiwei Yang

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EDUCATION

University of Michigan   Ann Arbor, MI

Major: Computer Science GPA: 3.5/4.0

Course Highlights: Web Systems, Machine Learning, Computer Security, Data Structures and Algorithms, Linear Algebra

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

EXPERIENCE

Undergraduate 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 technologies such as Javascript, Python, SQL, and MongoDb
- Submitted 5 papers and 1 poster with Professors and labmates to top conferences in Human Computer Interaction, with 3 papers and 1 poster accepted

RESEARCH PROJECTS

Legion   *May 2017 – Present*

- Created Lightning Dodger, a turn based web game to collect data on people's response speed and accuracy
- Pioneered a "look ahead" system that sends crowd players snapshots of possible future states of the game, collects and aggregates their inputs, reducing the average dodging speed from 553ms to under 4ms

Remixing Animations For More Effective Crowd-Powered Prototyping Of Interactive Interfaces   *Mar 2016 – May 2017*

- 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   *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   *Jan 2017 – May 2017*

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

PERSONAL PROJECTS

Michigan Tutoring Application   *June 2017 - Present*

- Devised a web platform that enables students to seek tutors using Node, Express, MongoDb, and JQuery
- Implemented the interaction system between students and tutors using web sockets

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.
- H. Kaur, M. Gordon, **Y. Yang**, J. Teervan, E. Kamar, J. Bigham, W. S. Lasecki. 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.

SKILLS

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

Frameworks & Softwares: AngularJs, MeteorJs, JQuery, Socket.io, MongoDb, Git, Matlab, NodeJs, ExpressJs