**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), qualification to American Invitational Mathematical Examination(top 5% nationally)

**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.

**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

**EXPERIENCE**

**Undergradute Researcher** *advised by Walter Lasecki* *Sept 2015 - Present*

*In Crowds and Machines Lab*

* Worked on interdisciplinary projects relating to crowdsourcing, human computation, and artificial intelligence.

**SKILL**

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

**Frameworks & Libraries**: AngularJs, MeteorJs, JQuery, Bootstrap, MongoDb