YIWEN SONG

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY   **JUNE 2016**
B.A. **Computer Science**, *College of Letters and Science*   CS GPA: 3.739

COURSEWORK:

- Artificial Intelligence
- Machine Learning
- Algorithms
- Operating Systems
- Performance Computing
- Computational Biology

WORK EXPERIENCE

OLD MISSION CAPITAL | Chicago, IL
Assistant Trader   Aug 2016 - Present
Trading Intern   June 2015 - Aug 2015

- Used NumPy, Pandas, and other Python tools to aid with visualization and understanding of big data.
- Created efficient parallel algorithms for faster, automated, and more effective data analytics techniques.
- Performed statistical analysis on market data to help find arbitrage opportunities and exploit inefficiencies.
- Implemented tools for traders to simulate and understand various trading strategies in development.

FUNDASTIC | Palo Alto, CA
Writer   May 2014 - Aug 2014

- Researched and reviewed over 50 small business microloans from various lenders across the country.
- Worked closely with editors to ensure consistency in style and compliancy with guidelines in writing.

PROJECTS

SPORKLIST

SporkList is a web-app aimed towards the indecisive eater. Just as you can make playlists for music, SporkList is a playlist for food, shuffling up your restaraunt library for you when you feel hungry and indecisive. SporkList was made using AngularJS and Parse.

IMGCOMPRESS

ImgCompress is a hackathon project aimed at becoming the future of compression. The algorithm works by uploading binaries to Imgur as PNGs and storing the 7 character Imgur URL. With a compression ratio of over 700 000, this is likely the single best compression algorithm in the world: all in under 200 lines of Python.

TEXAS HOLD'EM AI

I tried to write a poker bot that would play game-theory optimally (GTO). This was a great idea until I realized that poker is a negative sum game and playing GTO will lose money in the long run. Nevertheless, I made a poker game in which you can play against an (albeit pretty awful) AI. Regrettably, this project was written in Java.

SLIDING PUZZLE

The sliding puzzle is a classic kids' game which is really just a way to make people angry and frustrated. Having dealt with this frustration for too long, we decided to use Spark and Amazon Web Services and use map-reduce to solve these ungodly creations once and for all.

YET ANOTHER PERSONAL SITE | DEFDONTHIRE.ME

I'm not going to lie, I am awful at web development. Fortunately, technology has got me covered these days, since now literally anyone can go download Bootstrap and find a template, write some BS about themself and call it a personal site. And that's exactly what I did.

INTERESTS, SKILLS & INTANGIBLES

Hobbies: Hearthstone, Poker, Rocket League, Board Games, Reading the Manual
Languages: Python, Psuedocode, C (Reluctantly), Mandarin
Skills: MS Excel Fiend, Vim Connoiseur, Nash Equilibrium Hobbyist, "sudo rm -rf /" Frequent User
Intangibles: Enjoys friendly competition, good at clicking buttons fast, liberally uses 🔥🔥🔥