

# Jonathan Yang

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## Work Experience

<b>Google (Ads)</b> <i>Software Engineer</i>	<i>Mountain View, California</i> <i>July 2019 – Present</i>
<ul style="list-style-type: none"><li>• Launched quarterly improvements to our auction models, leading to gains in revenue by over 50%.</li><li>• Launched the first Creative Quality model, increasing the amount of premium ads on the Discover Feed</li><li>• Solved issues revolving around noisy/lack of data, by leveraging transfer learning from other data sources</li><li>• Tech lead for multi junior engineers on multi quarter projects.</li><li>• Led improvements in the shallow/deep conversion and generalizability modeling space.</li></ul>	

<b>Applied Research LLC</b> <i>Undergraduate Deep Learning Research Intern</i>	<i>Rockville, Maryland</i> <i>May 2018 – August 2018</i>
<ul style="list-style-type: none"><li>• Trained models so that they can track objects for several types of cameras with corrupted images obtained from the video, achieved &gt;95% accuracy on some cases</li><li>• Investigated ways to improve models by adding new features to the video frames achieving higher performance</li><li>• Wrote scripts to test the training data to make sure they are formatted correctly</li><li>• Created and tested methods to compare 2 images of different date, but same geographic location, to identify if one is covered in snow, cloud or smog</li></ul>	

<b>Soccer Skybox</b> <i>Machine Learning Intern</i>	<i>College Park, Maryland</i> <i>May 2018 – August 2018</i>
<ul style="list-style-type: none"><li>• Created a model that recommends clubs, camps, and training providers to users by matching user based on their preferences, characteristics, and reviews</li><li>• Designed a model that ranks teams based on their performances against other teams over the past few years</li><li>• Using the model, it also will predict which team will win based on factors like ranking, home field advantage and previous scores, achieved &gt;70% accuracy</li></ul>	

## Education

<b>University of Maryland, College Park</b> Bachelor of Science, Computer Science Bachelor of Science, Mathematics Minor: Education, Human Development	August 2015 - May 2019
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## Achievements

<b>Competitive Gaming (League of Legends)</b> <ul style="list-style-type: none"><li>• I was top 10 in the United States for 2 yrs (2015-2016) in a row and top 100 for 4 yrs (2015-2019).</li><li>• I have traveled to Korea to play, and have reached top 300.</li></ul>
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## Projects

<b>Ballon Racer</b> <ul style="list-style-type: none"><li>• Multi-player ballon popping racing game</li></ul>	July 2022 - Now
<b>Auto Pets</b> <ul style="list-style-type: none"><li>• Spawns farm animals that would walk around the screen dropping items</li><li>• Added support for Facebook and Google Sign in to app</li><li>• Integrated with Google Firebase</li></ul>	June 2022 - July 2022
<b>2048 - Circle/Squares</b> <ul style="list-style-type: none"><li>• A twist on the classic 2048 game but with 2 shapes</li><li>• There is a toggle for what shape would be the one to move</li></ul>	June 2022