

# Shane Douglas Yang

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## OBJECTIVE

Obtain a job with the intent of gaining experience to strengthen professional skills required to establish a career in application development.

## EDUCATION

**California State Polytechnic University, Pomona – Pomona, California**

2012-2016

B.S. Business Administration with emphasis on Computer Information Systems

Graduated with 3.41 GPA

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## RELEVANT COURSEWORK

### ▪ BUSINESS ADMINISTRATION

- Financial Accounting
- Managerial Accounting
- Management and Human Resources
- Management Information Systems
- Operations Management

### ▪ COMPUTER INFORMATION SYSTEMS

- Object-oriented Programming with Java
- Java Programming for Business
- Database Design and Development
- Business Telecommunications
- Interactive and Responsive Web Development
- Client/Server side Application Development
- Multimedia Applications on the Web
- E-Commerce Application Development
- Secure Web Apps

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## TECHNICAL SKILLS

**System:** Windows, Mac OS X, Linux(Ubuntu)

**Programs:** Magento, Visual Studio, Microsoft Word, PowerPoint, Excel, Access, Adobe Photoshop, Adobe Illustrator, Experience with ESXI Server, VSphere, Untangle, Xtuple

**Languages:** Java, Visual Basic, ASP.NET, HTML, CSS, XML, C#, PHP

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## WORK EXPERIENCE

**Business Data Links – Pomona, California**

2015-2016

**Supervisor:** Tracy Gil-Lemus, Jason Jones

Intern

- Ran daily health checks on customer servers through remote desktop to ensure stability
- Created a Magento webstore through templates and client design specifications
- Collaborated with Techdata in order to populate Magento store by converting XML feed to an importable CSV file
- Used Java Eclipse IDE to create a program to parse and convert XML feeds to import in to Magento

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## OTHER EXPERIENCE

**CIS 455 Systems Development Project - Team Fuse: UI/UX Web Development**

Winter 2016

- Provided various services to help our client, JPInnotech, get their prototype up and running.
- Helped create multiple flowcharts and wireframes to workout various elements and designs for the prototype.
- Developed many mobile test pages using Bootstrap CSS framework.

**Hackpoly 2016 – Space Jumper: 2D Side-Scroller Game**

Winter 2016

- Created a basic 2D side-scroller game that is controlled by implementing EA Game's Pathfinder API
- EA Game's Pathfinder API uses Wi-Fi and a smart phone to control a character in Unity Game engine
- Languages: C#, JavaScript • Programs used: MS Visual Studio 2015, Unity Game Engine

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## OTHER EXPERIENCE

- Conversational Chinese