Yang Zhang

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EDUCATION

Washington State University, Pullman, WA
M.S., Computer Science (in progress)   Expected 05/2018
GPA: 3.38/4.0

University of Washington, Seattle, WA
B.S., Electrical Engineering   12/2014
GPA: 3.42/4.0

TECHNICAL SKILLS

Language: Java, Python, C, C++
Programming Concepts: Objected-Oriented Programming, Complexity Analysis and MVC
Web Technologies: JavaScript, HTML, XML, CSS, PHP, AJAX
Operating Systems: Linux, Mac OS X and Windows
Database: CouchBase, SQL Server, SQLite and MySQL
Machine Learning: Deep Learning, Reinforcement Learning

WORK EXPERIENCE

Research Assistant, Adaptive System Lab, WSU   Aug. 2017 – Present
- ❖ Developed REST API backend server, control apps through Tobii eye tracker and Emotiv EEG headset and the Raspberry pi based client-side control unit for the physical models

Sys Admin Intern, Expeditors, Seattle, WA   Jun. 2017 – Aug. 2017
- ❖ Developed the Automated Continuous Integration (ACI) web tool for GitLab CI (Python with Django)

SDE Intern, Qikspace, Seattle, WA   Jun. 2014 – Sep. 2014
- ❖ Implemented push notification, synchronization service and basic cache server (python server and Android)

PROJECT EXPERIENCE

Message Wall (Python REST)
- ❖ A web app using Django REST API as backend and JavaScript as frontend.

Checkstyle extension plug in (Java)
- ❖ Developed checkstyle extension for Eclipse and performed blackbox and whitebox testing on the tool.

Chinese Segmentation Tool (Java)
- ❖ Implemented a Chinese Segmentation tool by applying Hidden Markov Model.

Q-Learning Flappy Bird Agent (Python)
- ❖ Implemented a Q-learning agent that can constantly achieve score more than 5000 points in the classic game Flappy Bird.

Minesweeper game (Java)
- ❖ Implemented replica of the classic Microsoft game Minesweeper in Java.

Snake game (Java)
- ❖ Implemented replica of the classic Nokia snake game in Java.