**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.