

DEYUAN YANG

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EDUCATION

Washington University in St. Louis , St. Louis, MO	GPA: 3.7/4.0	August 2023 – May 2026
Bachelor of Science in Computer Science, Master of Science in Computer Science		Expected Graduation May 2026
DePauw University , Greencastle, IN	GPA: 4.0/4.0	August 2020 – May 2023
Bachelor of Arts in Pre-Engineering and Mathematics		Degree Conferral Expected May 2025

TECHNICAL SKILLS

Programming Languages & Frameworks: Python, R, Java, C++, C#, HTML, CSS, JavaScript, SQL, Git; Django, FastAPI, TensorFlow, React, Pandas, Shiny

Database Management & Cloud Services: PostgreSQL, DynamoDB, Oracle, SQL; AWS (Amazon Web Services)

Development & Tools: Full stack web dev, mobile application dev, Unity, Unreal Engine; strong foundation in object-oriented programming; big data and machine learning interest

Github: <https://github.com/Doreenyang>

Relevant Coursework: Data Structures, OOP, System Software (TA), Data Mining (TA), Analysis of Algorithms, AI, Systems Security, Video Game Dev I,II, Programming System & Languages, Mobile App Development, Non-Linear Optimization, Cryptography, Deep Neural Networks, Machine Learning, Linear Algebra, Probability and Statistics, Applied Mathematics, Graph Theory, Mathematics Analysis

WORK EXPERIENCE

Web Developer and Designer for Sustain-a-Plate Web Application Software June 2024 – August 2024

- Designed and developed a dynamic dashboard page with interactive time selection and data visualization using **React (Frontend)** and **FastAPI (Backend using Python)**, with **PostgreSQL** as the database.
- Enhanced **UI/UX** for intuitive navigation and seamless experience.

Web Developer and Designer for Starrs (starrs1.com) June 2024 – August 2024

- Developed a fully-featured e-commerce website for a St. Louis wine store using **React** and **FastAPI**, focusing on branding, online sales, and secure user experience.
- Implemented an admin dashboard for inventory management, including stock tracking and product updates, supported by **PostgreSQL**.

Web App Developer for [Sendback](https://sendback.com) April 2024 – August 2024

- Built a comprehensive web application using **React** and **FastAPI** to streamline customer returns, integrating **AWS S3** for storage and **DynamoDB** for database management.
- Developed secure user registration and login systems, along with account management features, and deployed the application via **AWS Elastic Beanstalk** for seamless return processes.

Mobile App Developer for ShopNFind May 2024 – June 2024

- Developed a mobile app using **React Native** and **Node.js** to enhance in-store navigation and improve the shopping experience with real-time inventory updates.
- Implemented secure user authentication and profile management features for a personalized shopping experience.

LINUXJOBBER, Greenbelt, MD May 2022 – Aug 2022

Security and Quality Analyst

- Developed and deployed a scalable web app using **Django**, improving system reliability and achieving a 30% increase in visual appeal based on customer feedback.
- Conducted comprehensive quality analysis, maintaining educational content and ensuring the accuracy of all associated features and tutorials.

PROJECTS

Advertisement Generator Web App Development for Underground Dojo Oct 2023 – March 2024

- Developed a web application using **Streamlit** to automate advertisement creation for game characters, integrating a **Python** backend for dynamic ad copy generation via the **GPT-4 API**.
- Utilized **Adobe Photoshop** and **After Effects** for character animation, enabling realistic movements and speech.

“WhoFundedIt” Web App Design and Development May 2023 – August 2023

- Designed and developed a web application to generate funder information for scientific publications, using the **Shiny** framework and **Crossref API**.
- Created a comprehensive design document and presented findings at the STEM Career Exploration and Symposium at the University of Illinois-UC.

Cybersickness in Virtual Reality May 2022 – August 2022

- Conducted research on cybersickness mitigation in VR, utilizing **Unreal Engine** and **Arduino** to test various tools and capture simulation data with **Unity**.
- Developed a **3D-printed** chin rest to stabilize participants and analyzed data to evaluate the effects of cybersickness.