Stanley Yang

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SKILLS

- Programming Languages: Java, C/C++, Python, JavaScript/TypeScript, SQL, OCaml, Racket, MATLAB, Excel
- Frameworks: JUnit, ReactJS, PyTorch, Java Spark, Java Swing, NumPy, MVC, Figma, Flutter, DuckDB

EDUCATION

University of Washington, Seattle, WA

Bachelor of Science in Computer Science, Major GPA 3.91/4.00

- Relevant Courses: Software Design, Data Structure, Database, Probability & Statistics, Two-Year Honor Math Series
- UW ICPC Winter Programming Contest 2024 Second Place

WORK EXPERIENCES

Teaching Assistant, Seattle, WA

Mar. 2023 - Present

Expected Graduation: June 2025

Teaching Assistant in CSE 341 & CSE 413 Programming Languages for four quarters

- Led course on functional programming, language design and interpreter construction, using OCaml and Racket
- Conducted weekly quiz sections and held office hours for 100+ students, addressing diverse learning needs
- Led infrastructure development and crafted autograder scripts with 700+ lines of comprehensive test cases
- Assisted professors in homework design, established rubrics, and coordinated TA grading for 600+ assignments

Database Research Assistant, Seattle, WA

Jun. 2023 - Aug. 2023

UW PLSE (Programming Languages and Software Engineering) Lab

- Developed SQLite scripts to streamline importing and testing process on datasets with 400+ million data points
- Conducted data preprocessing by parsing and cleaning raw data to address various complex formatting issues
- Expertly executed 16,000+ view scripts and complex queries on bulk data, ensuring scalability and robustness

PERSONAL PROJECT

Primitive Tagging for Everyday Objects Research, Seattle, WA

Jan. 2024 - Present

- Developed user-in-the-loop semi-automatic methods for identifying 3D geometric primitives on an input mesh
- Enhanced user interface for intuitive region selection and primitive type specification, benefiting novice users
- Implemented advanced functionality to crop user-selected mesh data, optimizing for reduced mesh generation
- Utilized differential 3D learning techniques for automatic optimization of primitive shape parameters on PyTorch

CaCL (Change and Chance Language) Interpreter & Compiler Project, Seattle, WA

Jan. 2024 - Mar. 2024

- Implemented parsing, type checking, annotations, template expansions, mutations, and diverse data type support
- Authored 1300+ lines of tests, thoroughly validating interpreter functionalities and error-handling mechanisms.
- Employed compiler rewrite strategies to optimize code dependencies and boost compilation speed
- Innovative features like parallel let, short-circuiting, and higher-order functions augment language capabilities

Campus Path Finder, Seattle, WA

Feb. 2023 - Mar. 2023

- Developed a generic ADT and applied it to a campus map using Java, tested with 5000 lines of JUnit tests
- Designed a web app and utilized React and Java Spark framework to create a user-friendly GUI
- Analyzed a database comprising 5000+ campus coordinates for navigation between 52 buildings
- Applied MVC (Model-View-Controller) pattern for GUI and employed Dijkstra's algorithm for navigation

"Buddies" App at DubHacks '22 Hackathon, Seattle, WA

Oct. 2022

- Led a team of four as the Project Manager and UI/UX Designer for the "Buddies" App using Flutter framework
- Orchestrated team brainstorming sessions, managed project timelines, and designed the GUI using Figma
- Showcased our project through a video demonstration and live presentation to a panel of judges

EXTRACURRICULAR/COMMUNITY INVOLVEMENT

Student Volunteer in ACM SIGMOD conference 2023, Bellevue, WA

Jun. 2023

- Volunteered for six research and tutorial sessions, assisted 500+ leading scholars in the database field
- Supported session chairs and presenters in preparing session slides and videos, aiding conference proceedings
- Facilitated prompt audio issue resolution by liaising with the technical team for a cohesive audio experience