Jessie Yang

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Portfolio: jjxyang.github.io/site/projects.html

Education

UC Berkeley Electrical Engineering and Computer Sciences (EECS)

Expected Graduation May 2019

Relevant Coursework

- Game Design Methods
- Computer Graphics
- Linear Algebra
- Multivariate Calculus
- Artificial Intelligence
- Machine Learning
- Computer Security
- Internet Archictecture & Protocols
- Discrete Math & Probability
- Computer Architecture
- Computational Photography

Skills

Confident with

- Java, Python, C++, C#
- Adobe Illustrator, Photoshop
- Git, JIRA, Trello, Microsoft Office Suite

Familiar with

- C
- Unity, libGDX Game Engines
- HTML/CSS, Bootstrap, Javascript, SQL
- Adobe Premiere

Work Experience

Adobe
Software Engineering Intern
May 2018 - Aug 2018 *C++, Java, Java Native Interface, Android SDK/NDK*

- Characterized performance of different still-image import options for the Android version of Project Rush (video-editing app)
- Implemented JPEG & PNG import plug-ins with Java and native code using a JNI bridge to communicate between layers

UC Berkeley EECS Dept.
EE16A, EE16B Head TA
Aug 2016 - Dec 2017 ***EE16A*** *Fall '16* ***EE16B*** *Spring '17, Fall '17*

- Facilitated overall course experience for 400+ students each semester
- Hired and led over 50 TAs, readers, tutors, and academic interns
- Coordinated exams, discussion & lab sections, and other course events

Pure Storage
Software Engineering Intern
May 2017 - Aug 2017 *C++, Java, SQL, Python, Angular.js*

- Created feature that reports per-filesystem I/O performance stats of a storage array
- Built backend service to collect, process, and persist I/O performance stats
- Developed command-line interface and graphical user interface for the service
- Wrote unit tests for each layer and integration tests between layers

WRKSHP (formerly PennyPop)
Android Intern
June 2016 - Aug 2016 *Java, libGDX*

- Developed for Beat Fever on Android with libGDX & in-house engine
- Resolved 200+ bugs and implemented features, including UI elements
- Created and employed internal tools, unit tests, and test screens

Projects

Plantformer *smallpotatoes.itch.io/plantformer* *Unity, C#, Photoshop, Illustrator*
Unity game for Game Design Methods about a plant wizard making platforms out of plants. Led game direction and delegated tasks. Collaboratively designed and implemented mechanics, levels, narrative, UI/UX, animations, and sprites.

Uplift *jjxyang.github.io/site/projects/uplift-process.html* *Unity, C#, Illustrator, Photoshop*
Unity game prototype for Game Design Methods about staying positive when the sky is falling. Solo project. Implemented fun loop, game state, mechanics, UI, animations, etc. Created all sprites and backgrounds.

Subpar *nuclearwizard.itch.io/subpar* *Unity, C#, Illustrator, Photoshop*
A game for Student-run Game Development course about working aboard a submarine. Contributed to design and implementation of gameplay loops, mechanics, UI, SFX, and animations. Designed most sprites and overall art direction.

Course Connect *course-connect.herokuapp.com* *jQuery, Socket.io, Bootstrap, Node.js*
Web app enabling Berkeley students to create listings to find & collaborate with peers in campus study spaces. Co-developed for "Computing for Social Good" course. Features and process detailed here: *tinyurl.com/course-connect-2017*

Extracurriculars

Eta Kappa Nu (EECS Honors Society) Officer ***Jan. 2017 - Present***

• *Fall '18 - Corresponding Secretary*. Collaborate with EECS Department to organize end-of-semester course evaluations that provide data and feedback for faculty and TAs. Maintain relationship with the National HKN Chapter.

• *Fall '17, Spring '18 - Department Relations Officer*. Worked with EECS Department on department & community affairs. Led a presentation for faculty on undergraduate student trends and concerns. Organized EECS department tours.