Bowen Yang

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EDUCATION

The University of Georgia - Athens, GA   May 2017
Computer Science & New Media certificate
GPA: 3.86/4.0
Relevant Courses: Virtual Reality, Data Science, Web Design, Game Programming, Software Engineering, Data Structure, Theory of Computing, Computer Networks, Algorithms, Computer Architecture, and Computer Ethics

Skills

Most experienced: Python & Java
Other languages: C#, C++, Swift 2, web design (HTML/CSS, JS, PHP)

PROJECTS & EXPERIENCE

AT&T   June 2017 - present
Associate Application Developer
- Developer in AT&T's rotational program (TDP)
- Developing a Software Defined Network Controller on a scrum team
- Working with Postman, JUnit testing, and Directed Graphs (Internal tool)

FloatNote   Jan 2017 - May 2017
- Built a Augmented Reality application in Unity, that allowed people to place virtual notes in the real world
- Utilized User Defined Targets from the Vuforia SDK for the Augmented Reality interface
- Worked with Geolocation to save the location of the notes once placed

OLISTRENGTH   May 2016 - July 2016
Web Developer Intern
- Worked with my partner to create a webpage for university coaches
- Utilized PHP & Javascript to create a coaches portal
- Used AJAX to query data from a Parse database, which allowed the website to update the webpage without reloading the page
- Optimized the code to make it run twice as fast by reducing the number of queries made and calculations done

RecDawgs   January 2016 - May 2016
- Worked on a team using the Waterfall method to create a Recreational Sports Management System
- Coded in Java to create a Java servlet for the web. For the back end we used JDBC to connect to a MySQL database
- Utilized Astah to create Class Diagrams, Domain models, and map our Use case documentation
- System design consisted of four-tiers to increase the security of the system

CAMPUS AND COMMUNITY INVOLVEMENT

Hackathons   August 2015 – current
- Home Depot Hackathon: Created a REST-API using Python and Flask, then deployed it using Heroku.
- Marta Hackathon: Created a program that would help assist Marta employees detect fights and trash in real time. It combines the power of AI and the many Marta cameras to create a safer and cleaner environment for Marta riders.
- UGAHacks II: Invented a new way to enjoy videos on the Oculus. The environment includes a 3d audio visualizer to enhance the video viewing experience and utilized ray-casting to determine what the user is viewing.
- hackGSU: Won 1st place in the GE algorithm challenge using a multiple linear regression model to compute the Electric power consumption of a country. (3/25/2016)
- UGAHacks: Won best use of BookFinder API by creating a website that implemented the API in a user-friendly fashion. Our webpage allowed the user to search up book prices from many different venues. (10/23/2015)

UGA AASA Athens, GA   August 2013 – May 2016
- AASA works to promote cultural diversity and awareness of Asian American customs and politics.
- Actively participated in events, and helped the officers create/set up events along with easing in new members.

IEEE Athens, GA   January 2015 - December 2015
- Placed 2nd in the Ethics competition at Southeast Con(2015) through researching and presenting an ethical solution to the given issue
- Design manager for the Robotics sector of the UGA IEEE.