

Michael Yang

Youngstown, OH | www.linkedin.com/in/mikeyang5128 | (330) 651-5128 | mikeyang5128@gmail.com

EDUCATION

Vassar College

Computer Science/Bachelor of Arts

Poughkeepsie, NY

Aug 2020 - May 2024

- Relevant Coursework: Computational Linguistics, Multivariable Calculus, Intermediate Data Science, Linear Algebra, Analysis of Algorithms, Elementary Chinese
- Major GPA: 3.51

WORK & LEADERSHIP EXPERIENCES

The Miscellany News

Webmaster

Poughkeepsie, NY

Sep 2023 - May 2024

- Maintained and updated Vassar College's student-run newspaper, The Miscellany News, on a weekly basis
- Completed organization requests and addressed website issues in a timely manner
- Communicated weekly with the election board regarding website concerns and updates

Vassar American Chemical Society

Vice President

Poughkeepsie, NY

Sep 2022 - May 2023

- Assisted the organization president in meetings with Vassar faculty and other student organizations
- Led meetings with the organization board on ways to rebrand the organization and increase the student body's interest in chemistry
- Led an initiative on creating and educating others in crystal making

PROJECT EXPERIENCE

Spanish to Chinese Machine Translation Software

March 2022 - May 2024

- Led a three-person team in researching, designing, constructing, and presenting a machine learning software that was capable of translating between Spanish to Chinese
- Utilized Python libraries such as HuggingFace and scikit-learn with model creation and training
- Successfully created a machine translation model with a BLEU score of .255 indicating good accuracy

Analyzing Steam Game Success

Feb 2022 - May 2024

- Directed a team in extracting Steam game data and applying machine learning analysis tools to predict game success on the Steam platform
- Leveraged Python and R libraries on scraping online data, data parsing, EDA, and accessible data visualization
- Identified key factors including genres and price that play a key role in determining a game's success

Android Roguelike Game Prototype

Jan 2023 - May 2023

- Collaborated within a team to create an interactive Android app that followed a MVC architecture, OOP principles, and Agile methodologies
- Designed a text-based prototype that served as the groundwork for subsequent development
- Developed UI designs and features for different game aspects like shopping and combat

SKILLS

Skills: Data Analysis, Data Visualization, Data Science, Machine Learning, Data Structures and Algorithms, Software Development, Web Development, Github, Tableau

Languages: Java, Python, HTML, CSS, OCaml, React, JavaScript, C#, R, SQL