

YU-LIN YANG

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EDUCATION

Madison, WI	University of Wisconsin–Madison	Expected Graduation: May 2020
<ul style="list-style-type: none">• B.S. in Computer Science and Computer Engineering.• Coursework: Algorithms, Artificial Intelligence, Data Structures, Operating Systems, Machine Organization and Programming, Databases, Digital System Design and Synthesis, Calculus III.		

EXPERIENCE

Incoming Software Engineer, Co-op	Facebook	Winter 2019
<ul style="list-style-type: none">• Software Intern on the Enterprise Engineering team.		
Product Manager, Intern	Roblox	Summer 2019
<ul style="list-style-type: none">• Revamped the Roblox iOS homepage with the inclusion of a 3D avatar. Oversaw feature development and ran AB test to ensure increased user engagement of over 90 million MAU.• Collaborated with cross functional resources to lay the groundwork for ‘Render to Texture,’ a feature which allows Roblox to render complex special effects akin to triple-A game studios.• Developed 8-quarter key-deliverable roadmap by serving as primary liaison between Engineering Managers and Senior Directors.		
Co-Founder, Product Manager	HaulTalk	2017-2019
<ul style="list-style-type: none">• Led product development from ideation to launch of full-stack MVP and improved team productivity by reducing operational costs and overseeing weekly sprint reviews.• Ensured features met creator expectations by conducting interviews on 30+ YouTube content creators and Instagram influencers with over 50,000 followers and 80+ direct audiences.• Won the ‘Best Pitch Award’ at the Transcend 2018 Innovation Competition against over 120 startups.		
Data Engineer, Intern	Discover Financial Services	Summer 2018
<ul style="list-style-type: none">• Designed and implemented developer workflow for over 150 developers on enterprise level Github repositories to meet audit requirements for Discover Student Loans.		
Software Engineer, Intern	MAGIX Software GmbH	Summer 2017
<ul style="list-style-type: none">• Developed workflow enhancement features for the flagship product in C++ and C# that resulted in an increase of 20% retention rate among over 110,000 active users.• Created the ability to Selectively Copy & Paste Event Attributes, automatically Swap All Proxy Footage, Freeze Frame at Cursor, and Heal Split Events that reduced overall video editing workflow time by 15%.		

ADDITIONAL EXPERIENCE AND AWARDS

- **President, Transcend UW (2018-2019):** Led the largest student-ran ‘shark-tank’ style innovation competition in the United States by raising over \$80,000 from companies such as Qualcomm and Capital One. Winner of ‘Excellence in Post-Graduate Preparation Award’ at the 2018 UW-Madison Bucky Awards.
- **1st Place, Target Hackathon 2018:** Pitched a chatbot solution to reduce purchasing friction and increase user engagement for Target e-commerce customers. Won \$2,500 in prizes.
- **Winner, Capital One Software Challenge:** Won the MindSumo challenge to create a food recommender using Yelp’s fusion API, over 200 submissions.
- **1st Place, MadHacks Hackathon 2017:** Developed a blockchain solution using Hyperledger to empower health patients with control while maintaining the security and immutability of medical records.
- **Macbook Technician & Dealer (2014-2016):** Launched personal business negotiating, repairing, and selling MacBooks via Craigslist and eBay, accruing over \$18,000 in revenue.
- **Scholarship, University of Wisconsin: College of Engineering**

LANGUAGES AND TECHNOLOGIES

- Java; Swift; C++; C#; JavaScript; Node.js; Git; Perforce; Verilog; SQL;
- Trello, JIRA, Visual Studio; XCode; Eclipse; Modelsim;
- English–native; Mandarin Chinese–fluent;