

Joyce Yan

EDUCATION

2013-2017 University of Southern California
(EXPECTED) Undergraduate senior pursuing a B.S. in computer science. Major GPA: 3.5. I will graduate in May 2017.

WORK EXPERIENCE

FALL 2016	iOS Software Engineering Intern, Google	Munich, Germany
	Developing on the growth team for iOS Snapseed, a stand-alone photo editing app that got acquired by Google in 2012. I'm working on integrating machine learning technology from Google Photos into Snapseed and better suggest creative tools to users based on what type of image they're editing.	
SUMMER 2016	Security Software Engineering Intern, Snapchat	Venice, CA
	Worked with the Security team to detect third party clients and improving Snapchat's CAPTCHA.	
SUMMER 2015	Infrastructure Software Engineering Intern, Facebook	New York City, NY
	I worked with the GraphStore team to update our data model layer from types to fragments, which helps decrease the binary size. The API I developed for iOS product developers is written in Objective-C++, and I worked on the JavaScript code generator to generate the object models from the GraphQL queries.	
JAN 2015 TO PRESENT	Undergraduate TA at USC (10 hrs/week)	Los Angeles, CA
	Responsible for lab checks and office hours for undergraduate courses. I've been a TA for Data Structures and Systems.	

OPEN SOURCE PROJECTS

WINTER 2015 Signal iOS, Open Whisper Systems
Worked on the 2.0 release of Signal, a Snowden-endorsed open source messaging app that provides end-to-end encryption. Specifically implemented support for audio messages, the ability to invite friends to use Signal, and modifying an external UI library, JSQMessagesViewController.

PERSONAL PROJECTS

SPRING 2015	Kindling (Android app)
	Built an Android app in a team of 5 that functions like Tinder, but allows users to filter matches by intelligence. Worked on developing the Android activity flow, implementing the swipeable cards, and generating matches.
AUG 2014	Jukebox (iOS app)
	Built a Parse-powered iOS app that made collaborative music playing easier as a part of the Facebook University iOS training program. I worked in a team of 3, and I specifically worked on setting up user accounts, Facebook login, geo-location based searching, and design.
JAN 2014	BitCash (web service)
	Worked in a team of 4 at LA CodeDay to develop a Node.js service that allows users to send Bitcoins via email. Specifically worked on front-end design of the service. Winner, Best Application and Best Integration of SendGrid API.

SKILLS

LANGUAGES: Objective-C, C++, Java, Python, HTML5, CSS3, JavaScript, jQuery
TOOLS: Git/GitHub, Node.js, Parse API, Facebook API, Google Maps API, Bootstrap, LaTeX
PLATFORMS: iOS, web, Android

CONTACT

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