

# Bill Yang

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## EDUCATION

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### THE OHIO STATE UNIVERSITY

Bachelor of Engineering  
Major in Computer Science and Engineering  
GPA: 3.89  
Specialization: Software Engineering

Columbus, OH  
May 2025

## SKILLS

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**Programming Languages:** JavaScript, TypeScript, Kotlin, Python, Java, HTML/CSS, C#, C, SQL

**Framework:** Vue.js, Flask, Bootstrap, Tailwind, Junit

**Tools/Platforms:** Firebase, Docker, Vite, Elasticsearch, SQLite, PrimeVue, Git, Github

## PROJECTS

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### Media Recommender *Elasticsearch, Flask, Python*

April 2025

- Partnered with 5 classmates to develop a media recommender that suggests movie, tv show, and game using Flask and Python for backend.
- Implemented semantic search queries by using sentence transformers to convert media summaries into dense vector embeddings.
- Utilized Elasticsearch for data storage, indexing, and searching through a large database.
- Built a Flask backend to handle communication between the frontend and backend, processing user queries and returning relevant media recommendations.

### Gamified Todo List *Android, Firebase, Kotlin*

April 2025

- Collaborated with 2 classmates to develop a gamified to-do list Android Application using Kotlin and Firebase.
- Implemented Firebase Authentication, Storage, and Cloud Firestore for user session management and enable data access on multiple Android devices.
- Designed features like calendar, inbox, character, and setting view.

### Legend of Zelda Clone *C#, MonoGame*

April 2024

- Developed a Legend of Zelda clone using C# and MonoGame with procedure map generation, inventory management, item upgrades, animations, and roguelike elements.
- Used Agile methodology to manage the development process. Conducted regular sprint planning, ensuring iterative progress.
- Employed design patterns such as Factory and State to create a maintainable and scalable codebase.
- Established best practices in Git for branching, merging, and pull requests to maintain code integrity and streamline collaborative development.

### Pomodoro Timer *JavaScript, Vue.js*

March 2025

- Developed a Pomodoro Timer web application using Vue.js, HTML, CSS, JavaScript, and Vite.
- Coded a customizable timer setting for work sessions, short breaks, and long breaks, allowing the users to tailor their productivity habit.
- Implemented a to-do list integration, allowing users to manage tasks and stay organized within a single interface.

## RELEVANT EXPERIENCE

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### HackOHI/O

October 2023

- Collaborated with team members to code an interactive map interface, allowing users to drop location markers and receive calculations of both distance traveled and CO2 emissions of such travels.
- Reduced development time by identifying and resolving coding issues in teammates' work.
- Utilized Git to coordinate development efforts among team members.