Yang Ren

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OBJECTIVE Looking for a full-time position in the fields of software and computer engineering.

SKILLS *Programming Languages*: C++, C, Java, MIPS, Verilog, HTML/CSS, JavaScript
Experience with: MS Visual C++, Embedded C, Linux, ModelSim, Wireshark

EDUCATION

B.S. University of California, Santa Barbara September 2013 – Present
– Major: Computer Engineering
– Cumulative GPA: 3.50
– Expected Graduation Date: June 2017

WORK EXPERIENCE

InTouch Health: Goleta, CA June 2015 – Present
Software Engineering Intern
– Performing research on the use of WebRTC APIs for the P2P transport of media and control data between a control station web app and a Windows C++ app running on a robot.
– Modification of Visual C++ projects to incorporate WebRTC C++ APIs into a new media engine and data transport module.
– Developing a new web-based control station using JavaScript WebRTC APIs and a JavaScript SIP stack (JsSIP).
– Conversion of all Visual C++ projects used by the Software Engineering department from VS2010 to VS2015.

Media Equipment: UC Santa Barbara September 2014 – Present
Student Technician
– Regular remote and field software maintenance of 97 general assignment classroom computers on the UCSB campus.

RELATED EXPERIENCE

UCSB Hyperloop Team: UC Santa Barbara September 2016 – Present
Sensors and Controls Team Leader
– Leading a team of six computer/electrical engineering students to build the control system for UCSB's entry in the SpaceX Hyperloop pod competition.
– Working closely with mechanical and electrical engineering teams to build a system that will monitor and control levitation, braking, and power subsystems.
– Interfacing a variety of sensor arrays (e.g. ranging, accelerometer, temperature, current) and actuators with a custom designed printed circuit board with two NXP LPC4088 microprocessors.
– Designing a state machine in embedded C to collect and process sensor data, control actuators, and perform telemetry across a network to a web app.

3D Volumetric Display Project: UC Santa Barbara April 2014 – June 2014
Project Member
– Construction and development of a spinning 3D volumetric display controlled by an Arduino microcontroller.
– Part of a two-man team, with a focus on programming and pattern reading.
– Designed a human-readable file format for multiple representations of basic 3D patterns in a cylindrical coordinate system.

HONORS Eagle Scout, Boy Scouts of America.