

Alexander Yang

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EDUCATION

Bachelor of Science, Integrated Design & Media

September 2020 – May 2023

New York University, Tandon School of Engineering, Brooklyn, NY

GPA: 3.747 / 4 Honors: Cum Laude, Dean's List (2020-2023)

Relevant Coursework: Web Development, User Experience Design, Graphic Design, Motion Graphics, Data Structures & Algorithms, Artificial Intelligence

EXPERIENCE

Full-Stack Development: *Center Centre*, Remote, US

Feb 2025 – Oct 2025

- Developed a shared library of React components, styles, and TypeScript data handlers for the company's websites, enabling quick iteration, halving most development timelines, and consolidating 10k lines of code.
- Unified the backend stack into a central NoSQL database, enabling the launch of new data-driven features, streamlining tedious data management tasks, and empowering non-technical teams to manage content in real time.
- Automated time-sink manual processes—QA ticketing, calendar creation, and sales reports—with lightweight internal tools, making them accessible across teams by leading training sessions and iterating on documentation.
- Authored an email templating specification and automated publishing application with Next.js and Mantine to replace hard-coded email production, saving 8-12 hours per week, eliminating recurring mistakes that led to inaccurate content, and serving ~100 designs and ~5 million emails per month.

Web Development: *Harvestworks*, New York, NY

Aug 2023 – Feb 2025

- Led a design review and full stack rebuild of the art organization's website to address UX issues and reported difficulties in site maintenance and operation.
- Collaborated with the non-profit's team to iterate on the interface, building HTML/PHP WordPress components for experimental front-end concepts and designing a flexible back-end schema for evolving requirements.
- Developed an interactive LLM workflow that inferred and rigorously validated metadata for 40 years of unstructured records, enhancing search and research accessibility.

INDEPENDENT PROJECTS

[Active Listener: Spotify Companion App](#)

Aug 2023 – Sep 2023

- Developed a React web app that integrates the Spotify auth, playback, and metadata APIs, Google Programmable Search, and a Redis KV storage to aggregate and analyze music journalism in real time.
- Designed and stylistically integrated an LLM summary, with a post-processing layer that identifies related artists, albums, and tracks and adds contextual interactivity.
- Crafted an interface inspired by Spotify's design language with a richer context-aware color space, playful interaction, and purpose-built visual effects.

[End-to-End Platform Development: Community Accountability Tool](#)

Jun 2023 – Sep 2023

- Architected a scalable, mission-focused knowledge platform, combining a mission-driven category scheme and a strict content-approval system to create a collaborative environment that can elegantly handle controversial and politically charged topics.
- Built a Node.js and Express front-end to display content from a MediaWiki instance adapted into a headless CMS, delivering sub-second page loads while preserving a fully custom UI and deep wiki feature integration.

[The Tedious Internet of Things: Design & Usability Study](#)

Mar 2023 – May 2023

- Led a usability study of major IoT "automation/routine" apps, identifying gaps between existing interfaces and a human-centric understanding of time, habit, and device context in everyday life.
- Designed and prototyped an alternative, timeline-based "Sunrise" interaction framework for automations; in testing, 75% (12/16) broadly preferred the Sunrise interface and 94% (15/16) preferred the timeline-based interface.