

CLAUDIA YAN

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EDUCATION

Grove School of Engineering at City College of New York

May 2018

Macaulay Honors College

Bachelor of Science in Computer Science - Magna Cum Laude

SKILLS

- **Programming Languages:** Go, Python, Perl, C#
- **Technologies/Frameworks:** AWS, Terraform, CDKTF, Okta, Git, GitHub Actions, Cookiecutter/Cruft, Cobra, VMware NSX, OpenVPN, Ansible, Kubernetes, Docker, Django, Flask, MySQL, Travis, Grafana, PagerDuty, Unity

EXPERIENCE

NYDIG

February 2021 – Present

DevOps Engineer

- Support company growth from 30 to 150 engineers, across data, platform, and all other business units
- Scale services and AWS infrastructure using Terraform and CDKTF.
- Integrate alerting for services with Datadog monitors and PagerDuty.
- Manage developer/business unit access to services with IAM roles, Okta and Zscaler permissions
- Write repository boilerplate using Cookiecutter/Cruft to create templates for projects to avoid copy paste.

IBM

July 2018 – February 2021

Software Developer

- Manage and automate VMware network architecture for WebSphere as a Service environments using the NSX API with Python and Ansible.
- Built the Kabanero CLI in Go to handle stack management for governed application development. Utilized Travis CI to build multiplatform support and manage releases.

IBM: WebSphere

June 2017 – Aug 2017

Software Development Intern | WebSphere Build and Infrastructure

- Converted internal scripts to production standards to get integrated into WebSphere build tools.
- Wrote and optimized initial GitHub Enterprise Perl library for Infrastructure and Automation team, following existing build structure, adding git to supported version control systems.

Cornell Tech

June 2016 – May 2018

Software Development Intern | NLP Group

- Independently developed interactive simulation environments for WebGL using Unity3D for natural language research. Designed and implemented event-based systems to serialize scenes as well as collect and send player interaction data to a server.
- Created player action replication systems for both projects, utilizing data collected from players, allowing for in depth analysis and training.

PUBLICATIONS

Suhr, A., Yan, C., Schluger, J., Yu, S., Khader, H., Mouallem, M., Zhang, I., Artzi, Y. **Executing instructions in situated collaborative interactions.** (2019). arXiv preprint arXiv:1910.03655.

Yan, C., Misra, D., Bennnett, A., Walsman, A., Bisk, Y., & Artzi, Y. **CHALET: Cornell house agent learning environment.** (2018). arXiv preprint arXiv:1801.07357.

AWARDS

CCNY Computer Science Achievement Award