

Christy Yuen

San Francisco Bay Area

 (415) 425-7343 |  cyuen7@ucsc.edu |  [linkedin.com/yuenchristy](https://www.linkedin.com/yuenchristy) |  github.com/ChristyYuen

SUMMARY

Computer Science graduate proficient in Python, Java, C, and C++ with expertise in backend and full stack development. Seeking to apply my skills to develop innovative software solutions that solve complex business problems at Samsara. Eager to deliver exceptional results and drive business success through strong work ethic and passion for excellence.

EDUCATION

Google

Expected completion August 2023

Google Data Analytics Professional Certificate

University of California, Santa Cruz

September 2019 – June 2022

Bachelor of Science - Computer Science

Minor in Technology and Information Management

TECHNICAL SKILLS

Languages: Python, C, C++, Java, HTML, CSS, JavaScript, & SQL

Developer Tools: Jupyter Notebooks, Git, Google Cloud, VS Code, Linux (Ubuntu), MiniNet

Skills: Computer Networks(TCP/UDP), Systems Analysis and Design, Computer Security, Computer Architecture, Game AI, Web Applications, Computational Models

Soft Skills: Technical Writing, Communication, Teamwork, Problem-Solving, Adaptable

PROJECTS

Curl Command (Socket Programming) | *Python*

May 2022

- Created a custom Curl command using HTTP (TCP) and the socket interface.
- Successfully retrieved and downloaded web objects from a variety of public web servers.
- Implemented a logging system resulting in a 25% reduction in error rates.

YFIOB's (Non-Profit) Airtable | *AirTable*

March 2022 - June 2022

- Achieved a 50% in workflow efficiency with the AirTable implementation.
- Automated email communications and volunteer management with three custom solutions.
- Created a reference document to enable smooth transitions to AirTable for their employees.

D&D Companion | *JavaScript(React, Node), SQL, Adobe XD*

January 2022 - March 2022

- Integrated tools and methodologies to enhance stand-ups, enabling better tracking, issue identification, and faster resolution.
- Collaborated with the Product Owner, SCRUM master, and a team of 2 developers to successfully deliver the project using Agile SCRUM methodology.

Principles of Computer Systems Design Project | *C*

January 2021 - March 2021

- Engineered and executed a multi-threaded operating system kernel using C.
- Developed and incorporated a prioritized ready queue that supports both nested and chain priority donation, improving system efficiency and responsiveness.
- Deployed sophisticated process management, memory management, and thread scheduling features for optimal system performance.

Mini Basic Language Interpreter | *Smalltalk, Scheme, OCaml, and Perl*

March 2021

- Used functional programming and implementing Symbol tables for variable management.
- Programmed the interpreter with tail recursion while avoiding loops.
- Successfully parsing over 10,000 lines of intermediate language code with 99% accuracy.

ORGANIZATIONS

CodePath Intermediate Software Engineering | Student

Summer 2022

Team 5507 Robotic Eagles | Hardware Member

August 2016 - May 2017

Girls Who Code Summer Immersion | Student Programmer

Summer 2015