

Christy Yuen

San Francisco Bay Area

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EDUCATION

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)

Skills: Computer Networks (TCP/UDP), Systems Analysis and Design, Web Applications

Certificates: Google Data Analytics Professional Certificate (IP)

EXPERIENCE & PROJECTS

Part-Time Computer Science Instructor

May 2023 - Present

Juni Learning

Remote

- Instructed students in personalized computer science lessons, utilizing hands-on learning strategies for Java, JavaScript, and Python
- Analyzed student data to target interventions and improve computer science comprehension
- Collaborated with educators to implement a curriculum that aligned with industry standards

Resident Assistant (RA)

August 2021 - June 2022

University of California, Santa Cruz

Santa Cruz, CA

- Utilized Onity software in an office environment to facilitate lockouts as a RA
- Gained proficiency in emergency and crisis response, conflict mediation, and peer counseling
- Increased user engagement by 10% through the creation of a monthly newsletter using HTML and CSS for the Ethnic Resource Centers

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

LEADERSHIP POSITIONS

Speak_ October I 2022 Cohort | Student Programmer

October 2022

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