

# Christy Yuen

San Francisco Bay Area

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## SUMMARY

Computer Science graduate proficient in C, C++, and Python with expertise in backend and full stack development. Seeking to apply my skills to develop innovative software solutions that solve complex business problems. 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:** Proficient in C, C++, & Python; Familiar with HTML, CSS, JavaScript, and Java

**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*

January 2022 - March 2022

- Designed and constructed the frontend interface using Adobe XD and React.
- Engineered with Node (backend proxy server) and SQL (user login data).
- 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