Christy Yuen

San Francisco Bay Area

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👤 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. 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