Christy Yuen

San Francisco Bay Area
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EDUCATION

University of California, Santa Cruz 2019 – 2022
Bachelor of Science - Computer Science
Minor in Technology and Information Management

TECHNICAL SKILLS

Languages: Python, C, C++, Java, HTML, CSS, JavaScript, React, D3, R, & SQL
Developer Tools: Jupyter Notebooks, Git, Trello, VS Code, Linux (Ubuntu), Tableau
Skills: Algorithm and Data Structures, Web Development, Debugging, Teaching
Certificates: Google Data Analytics Professional Certificate

EXPERIENCE

Part-Time Computer Science Instructor May 2023 - Present
Juni Learning Remote

- Instructed 15 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

Front End Intern | *AWS, Git, React, Jest, HTML, Tailwind* June 2023 - August 2023
California Seismic Remote

- Adeptly employed Trello for efficient project management and collaboration
- Collaborated with the design team to transform wireframes into user-friendly web interfaces using Figma, reducing the design-to-development cycle by 20%
- Leveraged D3's graphing capabilities to create interactive user-centric visualizations for a base shear diagram

PROJECTS

YFIOB's (Non-Profit) AirTable | *AirTable* March 2022 - June 2022

- Implemented a seamless transition from an outdated Excel-based system to AirTable, resulting in enhanced data organization, improved accessibility, and streamlined operations
- Optimized AirTable workflows, automating critical processes and achieving a significant 50% increase in efficiency, effectively reducing manual effort

D&D Companion | *JavaScript(React, Node), SQL, Adobe XD* January 2022 - March 2022

- Integrated tools and methodologies to enhance stand-up meetings, resulting in a 20% reduction in duration, better tracking of project progress, and a 30% increase in issue resolution speed
- 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
- Applied sophisticated process management, memory management, and thread scheduling features, contributing to a 50% increase in overall system performance and stability

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