

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 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
- Collaboratively transformed wireframes into fully functional web interfaces using Figma, seamlessly translating design concepts into user-friendly pages
- Orchestrated D3's graphing capabilities to integrate user interactions with a base shear diagram, resulting in dynamic, scalable, and user-centric visualizations

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- Implemented a seamless transition from an outdated Excel-based system to AirTable, resulting in enhanced data organization, improved accessibility, and streamlined operations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-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