Jeffrey Yue

Software Engineer

San Diego, CA • yuejeffrey612@gmail.com • (858) 472-9357

Talented Software Engineer with a wealth of experience delivering dynamic solutions including mobile applications and complex web platforms within fast-paced environments. Enjoys 3-D printing, hiking, piano, and basketball (Go Clippers!).

Technical Skills

Programming Languages: Java, Python, C, C++, Kotlin, Verilog/SystemVerilog, Kotlin, LaTeX, JS, Ruby, HTML/CSS, C#
Dev Tools and Frameworks: Git, Jira, MatLab, MARS, Linux, Word, Excel, Figma, Github, Flutter, Firebase, Docker, MongoDB
Concepts & Methodologies: Scrum, Machine Learning, Embedded Systems, Computer Networks

Education

University of California, Santa Cruz — Santa Cruz, CA

B.S. in Computer Engineering — Sep. 2020 - June 2024

Relevant Software Projects

Full-stack quiz web and mobile application *using Flutter, Firebase, and Dart* — Mar. 2023 - June. 2023

• Implemented **Google** Account backend authentication for login functionality by integrating the **Google API**, utilizing **OAuth 2.0** and **JWT**, and applying continuous integration and source version control to ensure secure login.

• Evaluated debugging solutions by deploying automated tests such as unit tests, integration tests, and end-to-end tests using **Jest**, **Mocha**, **Jasmine**, **Cypress**, **Selenium**, **Puppeteer**, and **Playwright** to achieve a code coverage of **30%**.

Money-tracking Web Application *using Flutter and Kotlin* — Sep 2023 - Jan. 2023

• Developed a scrollable navigation bar using **Flutter**, refining user interface with smooth animations and transitions, and boosting overall app performance through efficient code minification and lazy loading.

• Implemented the integration of personal bank accounts into the application through the **Plaid API**, employing **React** and **Angular** for seamless user interaction and enhancing the server side with **Node.js**, **Django**, and **Express** to manage secure data handling, while optimizing data retrieval strategies using caching, load balancing, and **API** rate limiting, improving processing speed to under **100** ms.

• Gathered **technical requirements** in a clear and exhaustive design document, clearly detailing features, function and appearance, while setting coding standards, design patterns, style guides, user flows, and source code control.

Smart Doorbell System *using Python* — Mar. 2022- Apr. 2022

• Developed using **Python** on a Raspberry Pi 3 to emulate a Ring Doorbell system, using a **Flask** server for real time video streaming, and using an SR-04 sensor to detect motion at a certain frequencies, providing alerts for nearby movement.

Work Experience

University of California — Santa Cruz, CA

Teaching Assistant — Dec. 2021 - Nov. 2023

• Assisted professors in educating younger students on software engineering basics through interactive coding workshops and a collaborative web development projects, fostering basic proficiency in technologies such as **Python**, **Java**, **C**, and **C++**

• Provided individual and group tutoring sessions in mastering C and C++ assignments by simplifying complex concepts and reinforcing fundamental principles, fostering an engaging and supportive learning environment.

Private Work — San Diego, CA

Software Engineering Tutor — July 2018 - Feb. 2020

• Assisted in a group of four volunteers with class schedule management, improving English and coding skills among first-generation international beginner and intermediate students.