Jonathan Yin

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EDUCATION

University of California, San Diego — La Jolla, CA
Bachelor of Science in Mathematics and Computer Science, Minor in Computer Engineering — *Sept. 2020 – June 2024*

EXPERIENCE

ICT Intern — May 2022 – Aug. 2022
Stellantis — *Auburn Hills, MI*
- Built a prototype for taking and displaying high-resolution screenshots of automobile models from Autodesk Maya in Unreal Engine 5
- Developed a UI using editor utility widgets in UMG for user input and controls for custom camera dimensions and naming prefixes, utilizing event graphs and dispatchers

Software Engineering Intern — June 2021 – Aug. 2021
Berkeley Pharma Tech — *Berkeley, CA*
- Built and published an Android shooter game to the Google Play Store using Unity and C# scripts
- Designed sprite animations and UI functionality using Unity animation controllers
- Utilized Azure PlayFab to implement player login system and monitor game performance/analytics
- Worked with Photon Engine to manage game server hosting and multiplayer functionality

PROJECTS

Food Sustainability Research | *HTML, Tailwind CSS, Express, Vue.js, Leaflet* — Jan. 2023 – Present
- Developed an interactive research site as part of the University of California, San Diego's Synthesis Program
- Leveraged Leaflet and Mapbox APIs to build a custom map interface for finding local producers and farms in the San Diego area
- Spearheaded the design and development of site interface and functionality, leading a team of five students

Uber Clone | *React Native, Redux, Tailwind CSS* — Dec. 2022 – Dec. 2022
- Built a Uber-like ride request app for iOS/Android, including commute visualization and dynamic pricing
- Implemented address auto-complete, navigation directions, and an interactive map/UI using Google Places, Directions, and Distance Matrix APIs

Job Application Tracker | *HTML, CSS, JavaScript, Node.js, Jest, Git* — Sept. 2022 – Dec. 2022
- Built a full-stack web application as part of a 10-person team working in a modern Agile environment
- Developed and maintained a functional CI/CD pipeline using GitHub Actions and various tools
- Followed front-end design mock-ups using proper design implementation practices, with focuses on responsiveness and user accessibility
- Participated in weekly sprint meetings and stand-up check-ins; performed code reviews with team members

Huffman Coding Tool for File Compression | *C++* — March 2022 – March 2022
- Utilized priority queue data structures with custom Node class objects and comparators in C++ to build Huffman coding trees via prefix encoding
- Implemented algorithms for data compression/decompression of files, including I/O handling and header file creation in order to encode and decode messages

CS Capstone — Stanford OCR | *Express, Node.js, Firebase, Git* — Aug. 2019 – Mar. 2020
- Developed a full-stack web application for medical survey data collection and visualization
- Built an API for text detection and extraction using Google Cloud Vision
- Improved front-end design and user accessibility with Bootstrap and JavaScript frameworks

Stanford Pre-Collegiate Studies | *Handlebars, Express, Node.js, MongoDB* — June 2018 – July 2018
- Built a full-stack web application using Handlebars and MongoDB to create a social networking site
- Developed a RESTful API using Express and Node.js to store user login data in MongoDB database records

TECHNICAL SKILLS

Languages: JavaScript, Java, C#, C++, C, HTML, CSS, SystemVerilog
Frameworks: Node.js, Vue.js, React.js, Redux, Jest, JUnit, FastAPI
Tools: Git, Jenkins, VS Code, Visual Studio, Unity, Unreal Engine 5, Agile