

Jonathan Yin

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Education

University of California, San Diego

2020 – 2024

GPA: 3.63 B.S. Major in Mathematics and Computer Science, Minor in Computer Engineering

Relevant Coursework: Object-Oriented Programming, Software Tools/Techniques Lab, Computer Organization/Systems Programming, Honors Linear Algebra, Vector Calculus, Advanced Data Structures, Theory of Computation, Design/Analysis of Algorithms, Comp/Design for Digital Systems and Lab, Software Engineering

Recent Projects

Job Application Tracker | *HTML, CSS, JavaScript, Node.js, Jest*

December 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 other tools
- Followed front-end design mock-ups using proper design implementation practices, with focuses on responsiveness and user accessibility
- Attended weekly sprint meetings and standup check-ins; performed code reviews with team members

Huffman Coding Tool for File Compression | *C++*

March 2022

- Utilized priority queue data structures and custom Node class objects/comparators in C++ to build Huffman coding trees via prefix encoding
- Implemented algorithms for data compression/uncompression of files, including I/O handling and header file creation in order to encode and decode messages

CS Capstone — Stanford OCR | *HTML, CSS, JavaScript, Node.js, Firebase, Bootstrap*

March 2020

- Developed a web application for text detection and extraction of medical survey data with Google Cloud Vision
 - Utilized Firebase and Node.js for data collection and visualization
 - Improved front-end design and user accessibility with Bootstrap and JavaScript frameworks
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Experience

Stellantis *Auburn Hills, MI* — ICT Intern

May 2022 – August 2022

- Built a working prototype for taking and display high-resolution screenshots of vehicle 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
- Debugged Unity errors while working with version control systems
- Attended meetings and collaborated with team members across multiple time zones

Berkeley Pharma Tech *Berkeley, CA* — Software Engineering Intern

June 2021 – August 2021

- Built and published an Android shooter game to the Google Play Store using Unity and C# scripts
 - Designed sprite animations and UI functionality with 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
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Technical Skills

Proficiency in: Java, C++, C, JavaScript, Git, SystemVerilog, Latex, HTML/CSS, Node.js, Windows

Experience in: Python, C#, SQL, Unity, Unreal, ARM64, MongoDB, Firebase, React, Bash, Unix/Linux