

# Jonathan Yin

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## Education

### University of California, San Diego

La Jolla, CA

B.S. IN MATHEMATICS AND COMPUTER SCIENCE

June 2024

**Relevant Coursework:** Data Structures, Algorithms, Operating Systems, Software Engineering, Databases, Web Client Languages, Theory of Computation, Deep Reinforcement Learning, Honors Linear Algebra, Statistics

## Experience

### Center for Applied Internet Data Analysis

San Diego, CA

FRONTEND DEVELOPER INTERN

Sept. 2023 - Present

- Refactored over 2000+ lines of React code for Meteor.js data monitoring application, integrating multiple UI libraries and enhancing readability and maintainability
- Managed and optimized AWS EC2 instances for simulation application, improving performance by 15%

### University of California, San Diego Jacobs School of Engineering

San Diego, CA

UNDERGRADUATE RESEARCHER

June 2023 - Present

- Worked with Professor Sicun Gao on various projects involving deep reinforcement learning

### Northrop Grumman

San Diego, CA

SOFTWARE ENGINEERING INTERN

June 2023 - Aug. 2023

- Authored Python scripts to automate over 50 API calls for map software system, enhancing system efficiency and reducing manual overhead
- Developed and implemented a suite of testing solutions for application GUIs using Robot Framework and Python
- Leveraged Robot Framework's libdoc tool to automate documentation for five application codebases

### Stellantis

Auburn Hills, MI

ICT INTERN

May 2022 - Aug. 2022

- Engineered a high-fidelity prototype in Unreal Engine 5, replicating existing Unity-based vehicle model viewer features
- Imported and optimized 3D vehicle models from Autodesk Maya into Unreal Engine 5, ensuring seamless integration

### Berkeley Pharma Tech

Berkeley, CA

SOFTWARE DEVELOPMENT INTERN

June 2021 - August 2021

- Built and published an Android app to the Google Play Store using Unity and C# scripts
- Leveraged Azure PlayFab to implement player login system, monitoring app performance and analytics

## Projects

### Cloud Frame | NEXT.JS, TAILWIND CSS, TYPESCRIPT, NODE.JS, CLOUDINARY

Aug. 2023 - Present

- Engineered a cloud-based photo gallery using Next.js, supporting high-resolution image storage and retrieval
- Integrated Cloudinary for real-time image processing, enabling features such as dynamic resizing, filtering, and automatic image categorization

### Reddit Scraper | REACT, EMOTION, FRAMER MOTION, PYTHON, FLASK, VITE

May 2023 - Aug. 2023

- Developed a dynamic web application to display Reddit posts from r/UCSD using React and Emotion
- Integrated Flask as a backend service for server routing and PRAW for communication with Reddit's API

### Sustainability Research | VUE, LEAFLET, TAILWIND CSS, NODE.JS, EXPRESS

Jan. 2023 - Apr. 2023

- Spearheaded the design and development of an interactive research site, leading a team of five students
- Leveraged Leaflet and Mapbox to create a custom map interface for locating producers and farms in the San Diego area

## Extracurricular Activities

### Association for Computing Machinery

San Diego

MEMBER

Aug. 2023 - Present

- Attended and actively participated in chapter meetings and technical workshops, gaining insights into emerging technologies
- Mentored three students at UCSD through ACM's Bit-Byte program, providing tailored guidance on academic and career development

## Skills

**Languages** JavaScript, Java, Python, C#, C++, C, HTML, CSS, SQL

**Frameworks** Next.js, React.js, Redux, Node.js, Express, Vue.js, Jest, JUnit, Flask, Robot

**Tools** Git, Jira, Jenkins, MongoDB, Firebase, VS Code, Visual Studio, Vite, Unity, UE5, Postman, Agile