Jonathan Yin

+1 650-842-0406 | joyin@ucsd.edu | jonathanyin.us | github.com/JonathanYin

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

Software Engineering Intern   June 2023 – Aug. 2023
Northrop Grumman   *San Diego, CA*
- Authored Python scripts to automate various API calls for map software system GUIs
- 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 multiple application codebases

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 an interface using editor utility widgets in UMG for user input and controls for custom camera dimensions and naming prefixes, utilizing event graphs and dispatchers

Software Development 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

PROJECTS

Reddit Scraper | *React, Emotion, Framer Motion, Python, Flask, PRAW*   May 2023 – Present
- Built 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

Blackjack AI | *Python, Pygame*   Apr. 2023 – May 2023
- Developed an AI program to play Blackjack within an interactive GUI, without the use of AI libraries
- Implemented Q-learning and reinforcement learning techniques to reach 40% winrate over 10,000 games

Sustainability Research | *Vue, Leaflet, Tailwind CSS, Node.js, Express*   Jan. 2023 – Apr. 2023
- 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, Jest, Puppeteer, 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

Stanford OCR | *Node.js, Express, 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

TECHNICAL SKILLS

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