

Jonathan Yin

Palo Alto, CA 94306 | joyin@ucsd.edu | +1 (650) 842-0406 | www.linkedin.com/in/jonathan-yin-

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, Basic Data Structures & OO Design, Software

Tools/Techniques Lab, Computer Organization/Systems Programming, Honors Linear Algebra, Calculus/Analytic Geometry, Mathematical Reasoning, Intro/Differential Equations, Vector Calculus, Advanced Data Structures, Theory of Computation, Design/Analysis of Algorithms, Comp/Design for Digital Systems and Lab, Software Engineering

Technical Skills

Proficiency in: Java, C++, C, SystemVerilog, Latex, HTML/CSS, Node.js, Unity, Unix/Linux, Windows

Experience in: JavaScript, Python, C#, SQL, Git, Unreal, ARM64, MongoDB, Firebase, Bash

Recent Projects

Huffman Coding Tool for File Compression

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

March 2020

- Helped develop an API for text detection and extraction on medical survey data
 - Implemented a web application using Firebase and Node.js for data collection and visualization
 - Improved front-end design and user accessibility with Bootstrap and JavaScript frameworks
-

Experience

Stellantis *Auburn Hills, MI* — Software Engineering Intern

May 2022 – August 2022

- Built working prototype for displaying and taking high-resolution screenshots of vehicle models from Autodesk Maya in Unreal Engine 5
- Developed UI for user input, including functionality for custom dimensions and prefixes

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

June 2021 – August 2021

- Built and published a mobile shooter game using Unity, including login system, game mechanics, and UI
- Worked with PlayFab and Photon Engine in order to develop multiplayer game functionality and backend systems

Oshman Family JCC *Palo Alto, CA* — PM Care Junior Camp Counselor

June 2019 – July 2019

- Led and planned activities for campers 6-14 years old; supervised camper behavior and ensured camper safety

Stanford Pre-Collegiate Studies Web Technologies

July 2018

- Built a social networking website, including front-end design and back-end database systems
- Utilized MongoDB and Node.js to manage user login data and queries

Gunn/Paly Hacks Best Game Design Awards

Oct 2017 & April 2018

- Collaborated with partners to build two 3D video games using Unity and C# scripts
- Practiced debugging methods within the Unity engine; improved teamwork and communication skills