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, Programming Language Paradigms, Honors Linear Algebra, Statistics, Optimization for Data Science

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 for enhanced readability and maintainability
- Led the migration and integration of legacy testing API into React codebase, amplifying network analytics capabilities
- 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 research projects involving deep reinforcement learning
- Studied reinforcement learning techniques independently, replicating algorithms in OpenAI's Spinning Up project

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 user 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 scraper 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*
MENTOR — *Aug. 2023 - Present*
- 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, Confluence, MongoDB, Firebase, VS Code, Visual Studio, Vite, Unity, UE5, Postman, Agile