

# Jonathan Yin

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## 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, 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 multiple application codebases

### ICT Intern

May 2022 – Aug. 2022

*Stellantis*

*Auburn Hills, MI*

- Created a UE5 prototype to capture and display high-resolution screenshots of vehicle models imported from Maya
- Developed a UMG interface with custom camera controls and input options, leveraging event graphs/dispatchers

### Software Development Intern

June 2021 – Aug. 2021

*Berkeley Pharma Tech*

*Berkeley, CA*

- Built and published an Android 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
- Designed 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