

Yeochan Youn

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EDUCATION

University of Wisconsin-Madison

expected Dec 2020

B.S. Computer sciences

GPA: 3.46/4.00, Dean's List Spring 2020

University of Alabama, Birmingham

May 2016 - May 2018

B.S. Electrical and Computer Engineering

GPA: 3.75/4.00, Dean's List Fall 2017 and Spring 2018

RELATED COURSES

- Intro to Artificial Intelligence
- Foundations of Mobile System and Applications
- Intro to Cryptography
- Intro to Algorithms
- Math Tools for Engineering Problem Solving
- Computer Meth in Engineering
- Machine Organization and Programming
- Intro to Digital Information

SKILLS

Languages: Python, Java, C, SQL, HTML, Matlab

Operating Systems: Windows, Linux

Development Tools: IBM DB2, Firebase, Jupiter notebook, Git, Github, Android Studio, Solidworks

SOFTWARE PROJECTS

AI Teeko player | Computer Board Game | Back End Developer

Jan 2020 – May 2020

- Programmed a board game based on Teeko using Python providing a full board gaming experiences that allows each player to move individual pieces to complete shapes on 5x5 board against opponents
- Utilized Min-Max algorithms for AI opponents allowing AI to make optimal decisions during each turn
- Calculated heuristic value for decision tree depth deeper than 3 by counting longest pieces in a row to make decision in 2 seconds for the AI opponent
- <https://github.com/YeochanYoun119/TeekoGame>

You and I | Social Networking Mobile App | Full Stack Developer

Jan 2020 – May 2020

- Developed an app designed through the use of Android Studio for couples to privately share photos, chat, track anniversaries, and plan events
- Applied Firebase to synchronize user chatroom and photo data with real-time database
- Integrated GUI that allows users to choose photos from gallery to upload and set events with calendar
- Engineered the UI/UX design and functionality of the mobile app with Android Studio
- <https://github.com/YeochanYoun119/YouandI>

Escape room | Computer Puzzle Game | Back End Developer

Jan 2019 – May 2019

- Built an escape room game using Java allowing players to place items into desired places to ultimately solve the puzzle and escape the room
- Created items of the game using polymorphism to design multiple forms of object such as visible, clickable, draggable from basic object
- <https://github.com/YeochanYoun119/EscapeRoom>

LEADERSHIP/ ACTIVITIES

- **Fluent in Korean; Republic of Korea Army** (Combat Engineer)
- **AI Club** (data engineer): Algorithmic Trading Team; **MADK Soccer Club** (President); KUSA (VP)