

# JUNHONG (ALLEN) YU

U.S. Citizen | Seattle, WA

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## Education

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**Georgia Institute of Technology**

*Master of Science in Computer Science*

**Expected: May 2025**

*Remote*

**University of Washington**

*Bachelor of Arts in Geography with Data Science Concentration | GPA: 3.75*

**June 2023**

*Seattle, WA*

## Technical Skills

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**Languages:** Python, Java, JavaScript, HTML/CSS, SQL, R, Dart

**Developer Tools:** Git, AWS, Google Cloud Platform, VS Code, Postman

**Technologies/Frameworks:** React, Node.js, Express, Bootstrap, PostgreSQL, Flutter

## Projects

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**Detective Tunes** | *PostgreSQL, Express, React, Node.js, AWS*

- Designed and developed a full-stack music recognition web app (PERN stack) to enhance music accessibility, enabling users to discover music of their interest.
- Implemented secure user authorization using OAuth provided by the Google Cloud API, leveraging Shazam and Deezer APIs for accurate music detection and song details.
- Formulated a RESTful API with Node.js and Express, facilitating interactions with a PostgreSQL relational database to manage user, song, and previous detection data.
- Leveraged AWS Amplify for hosting front-end React app, AWS Lambda for REST API, Amazon RDS to manage PostgreSQL database, and AWS CloudWatch for monitoring the app in production.

**Unbeatable Tic-Tac-Toe** | *Flutter, Dart*

- Created an unbeatable Tic-Tac-Toe mobile game using the Flutter framework, featuring a user-friendly graphical interface.
- Implemented an efficient AI class in Dart, leveraging object-oriented principles and integrating the Minimax algorithm for strategic decision-making.
- Enhanced performance by incorporating the Alpha-Beta Pruning optimization algorithm, achieving 95% fewer AI evaluations, thus improving gameplay responsiveness and user experience.

**InterNet** | *React, Firebase*

- Collaborated with 3 teammates to develop a React web application that simplifies internship search for students, leveraging Firebase for deployment and scalability.
- Engineered and integrated a matching algorithm into the platform, enhancing user experience through tailored recommendations.

**Twitch Channel Analysis** | *Python*

- Coordinated a two-person team to conceptualize, design, and engineer a Twitch channel data analysis tool using Python.
- Efficiently collected and analyzed 10 channel statistics through web scraping from SullyGnome.com, using the BeautifulSoup and Pandas libraries.
- Formulated 21 infographics leveraging the Matplotlib and Seaborn libraries to address research questions.