

Yuancheng Cao

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EDUCATION

University of California, San Diego – San Diego, CA

September 2021 – June 2025

- **Bachelor of Science in Data Science**
- **Bachelor of Arts in Interdisciplinary Computing and Arts; Minor in Finance**
- **Selected Coursework:** Data Structures and Algorithms | Theoretical Foundations of Data Science | Statistical Methods | Practices in Computing Art | Business Analytics

CodePath ([Official Website](#)) – Remote

June 2022 – Present

- **Relevant Coursework:** Technical Interview Prep, Web and Mobile (iOS and Android) Development

SKILLS

- **Programming Languages:** Python, JavaScript, HTML/CSS, Java, SQL, R, Swift, Kotlin
- **Libraries:** React, NumPy, Pandas, Matplotlib, Sklearn, d3.js, p5.js
- **Developer Tools:** VS Code, Jupyter Notebooks, Git, IntelliJ, RStudio, XCode, Android Studio
- **Electronic Boards:** Arduino, Raspberry Pi

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Student Research Assistant

June 2023 – Present

UC San Diego Design Lab

San Diego, CA

- Conducted a literature review on civic engagement and urban studies to shape the development of art installations
- Collaborated with diverse academics to create physical and digital art installations to promote design thinking
- Implemented a Raspberry Pi interface with Python script to play housing crisis experiences upon button press

Software Engineer Intern

June 2023 – August 2023

CodeDay

Remote

- Optimized file organization in AWS S3 with intuitive user-friendly tagging, enhancing management and filtering
- Collaborated closely with front-end engineer to integrate AWS S3 for a powerful file management solution
- Researched AWS S3 docs, iterated on the tagging system, and achieved enhanced file organization capabilities

3D Exhibit Designer

April 2023 – June 2023

Qualcomm Institute – UC San Diego Division of Calit2

San Diego, CA

- Utilized RealityCapture software to create an accurate, detailed digital twin model of Birch Aquarium exhibits
- Crafted interactive designs by using level design and blueprint scripting to enhance user interactions significantly
- Created storyboards to guide exhibit design and content creation, resulting in a cohesive and engaging experience

RELEVANT PROJECTS

FlexBody ([Code](#)) | Android Developer

April 2023

- Collaborated with teammates to ideate and design cohesive mobile app pages and features for a unified vision
- Directed team members, set deadlines, and established milestones, ensuring timely completion of assigned tasks
- Developed a dynamic platform enabling users to view, share, and interact with exercise and nutrition content

TastyData ([EDA](#), [Predict](#)) | Data Scientist

February 2023 - March 2023

- Performed analysis on recipes dataset to determine if there was a significant change in protein content over time
- Explore missing data columns and find a correlation with the average rating column among different factors
- Leveraged GridSearchCV to determine the optimal variable combination based on training and testing RMSE

Open Energy Dashboard ([Issue 1](#), [Issue 2](#)) | Open-Source Contributor

October 2022 – December 2022

- Enhanced interface with fixed order and visually distinguishing current page button, improving user experience
- Implemented JSDoc to enhance code comprehension and facilitate effective communication among developers
- Acquired skills to identify issues and engage in open-source projects, expanding knowledge and experience