

Conner Yin

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EDUCATION

Santa Clara University

B.S. Computer Science and Engineering; Minor in Mathematics

Graduating 2025

Santa Clara, CA

Relevant Coursework: Data Structures, Object Oriented Programming, Machine Learning, Embedded Systems, Logic Design, Discrete Math, Electric Circuits, Digital IC Design, Physics, Cryptography, Linear Algebra, Calculus

Clubs: Association for Computing Machinery (ACM) Outreach Coordinator, Acappella Marketing Chair

EXPERIENCE

Software Engineer Intern

Roche

June 2023 – Sep 2023

Santa Clara, CA

- Working on an AWS resource management tool with visualization utilizing AWS CLI and Kubernetes

Software Engineer Intern

Intel Corporation

Mar 2022 – Aug 2022

Folsom, CA

- Prototyped a data pipeline editor using LAMP stack to support dynamic data pull and ETL process
- Developed an asset tracker interface for importing, modifying, and maintaining centralized source of truth for datasets. Implemented version control, comparisons, and permissions, improving data workflow for 50+ engineers
- Created a query editor interface for saving and executing custom queries, wrote SQL queries for clients

Software Developer Intern

X-Camp Academy

Jan 2021 – Aug 2021

Cupertino, CA

- Developed Learning Management System (LMS) and maintained X-Camp website in Vue and Java Spring
- Managed student and course data with PHPMyAdmin MySQL and internal REST APIs
- Wrote Python scripts and setup AWS EC2 cron jobs to automate homework grading and emails to 100+ families

Startup Coach/Teacher

Applied Computing Foundation

June 2021 – Aug 2022

Los Gatos, CA

- Mentored a team of high school students to launch startup product *BerriBasket*, an online farmers marketplace web application, by their cultivating skills in market research, product design, and website development
- Taught Python in-person camp and instructed Java APCS course, provided 1-on-1 tutoring to students in Python

Executive Vice President

TeamsCode

Jul 2019 – Jul 2021

Cupertino, CA

- Managed 17 organizers to write problems, recruit sponsors, and host 3 coding competitions with 700+ participants
- Wrote 30+ algorithmic problems, produced livestreams/promotional videos, spearheaded transition to online

PROJECTS

Voluntarius | [GitHub Repo](#)

Feb 2022

- Full-stack web and mobile application for connecting volunteers and end-users built with Flutter for frontend/Google Maps integration, Firebase for user authentication, and Node.js for push notifications

Human Benchmark Bot | [GitHub Repo](#)

Dec 2021

- Web scraping scripts to produce superhuman scores on the humanbenchmark.com tests built with Selenium WebDriver, Python Image Library (PIL), and PyAutoGUI to scan screen and automate mouse

SKILLS

Languages: Python, Java, JavaScript, C/C++, SQL, HTML, CSS, PHP, Dart

Frameworks/Tech: React, Vue, Flutter, Tailwind CSS, Firebase, MySQL, Node.js, Flask, Apache, NumPy

Developer Tools: Git, GitHub, Visual Studio Code, Postman, Chrome DevTools, Ubuntu

Interests: USACO Gold, COSMOS UCSC Video Game Design, Music Composition and Production, Video Editing, Livestreaming, Acapella, Piano, Flute, Musical Theater, Hiking, Tennis, Volleyball, Skiing, Social Deduction Games