

# Danah Yun

(360)-927-1277 | dyun2022@gmail.com

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## Education

### University of Southern California, Viterbi School of Engineering

May 2026

#### Bachelor of Science, Computer Science

**Relevant Coursework:** Fundamentals of Computation, Introduction to Programming, Discrete Methods in Computer Science, Programming in Python, Data Structures and Object-Oriented Design, Introduction to Probability and Statistics for Electrical Engineering and Computer Science, Full-Stack Web Development, Principles of Software Development, Introductions to Algorithms and Theory of Computing, Introduction to Artificial Intelligence, Computer Systems, Software Engineering

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## Certifications

### Google Data Analytics Certificate — Coursera

August 2025

- Nine-course program covering the foundations of data analysis; includes a hands-on Capstone project
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## Technical Skills

**Programming Languages:** Java, JavaScript, C++, Python, SQL, HTML, CSS

**Frameworks/Libraries:** React, Spring Boot, Node.js

**Tools & Technologies:** Git, MySQL, VSCode, Postman, Gradle, Android Studio

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## Research Experience

### A.I. Intern Researcher | USC Institute for Creative Technologies, Prof. Jonathan Gratch

Sep 2025 – Present

- Conducting research on conflict resolution using AI/ML techniques, analyzing multilingual buyer-seller conversations
  - Writing Python scripts to parse large datasets, extract relevant subsets, and prepare data for analysis
  - Using GPT models to evaluate conversational dynamics and identify patterns in negotiation and conflict outcomes
  - Contributing to ongoing experiments by testing model outputs and assisting with research documentation
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## Projects

### Team Project Manager Website | USC

Mar 2025 - May 2025

- Led an 8-member team as a project manager, creating a roadmap, assigning tasks, and maintaining code quality
- Built backend features in JavaScript, implementing RESTful API endpoints to manage group projects, tasks, and ownership transfers
- Used SQL to design and implement a relational database schema to support all relationships
- Delivered a functional platform enabling students to manage multiple group projects and track progress

### Android Virtual Pet App | USC

October 2025 - December 2025

- Led a 5-member team to develop an interactive virtual pet app
- Built the majority of the backend in Java, implemented all API calls, and designed the entire SQL database

### Flashcard Website | USC AthenaHacks Hackathon

Mar 2025

- Led a 3-member hackathon team, organizing workflow and ensuring on-time delivery
- Developed a web app with HTML, CSS, and JavaScript, allowing users to create and study flashcards

### Game Tracker Website | USC

Nov 2024 - Dec 2024

- Built a full-stack website using HTML, CSS, JavaScript, and PHP where users log played games, write reviews, and search titles
- Implemented search functionality and dynamic user reviews to enhance user engagement

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## Other Experiences

### English Tutor | USC

Sep 2022 - May 2023

- Tutored international Ph.D students in academic English, boosting fluency and presentation skills for research communication