ELLIOTT YOON

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Skills

Websites	Github (elliottyoon) — Visual Portfolio (https://elliottyoon.github.io)
Languages	C, C++, Golang, Javascript, Java, Python, Racket, SQL, x86 Assembly
Technologies	AWS, Docker, Flask, Git, Heroku, Keras, React, Scikit-learn, Tensorflow
Certifications	Machine Learning (Coursera), DS4A Honors (Correlation One)

Education

Northwestern University Evanston, IL (September 2021 - Expected June 2024)
B.A. Computer Science

- 4.00 Major/3.80 Overall GPA. Award for Excellence in Mathematics by a First-Year Student 2022.
- Teaching Assistant (Fall 2022: Math 220-1 Differential Calculus, Winter 2023: CS 396 Artificial Life)
  Sound Technician & Stage Manager for Concerts @ Bienen (2021 -) — D3 ACHA Ice Hockey (2021 -)

Experience

Union Home Mortgage Strongsville, OH (May 2022 - August 2022)
Data Engineering Intern

- Scripted Avro file ingestion using Python in Databricks to reduce manual pipeline work by over 80%.
- Automated ETL processes with SQL stored procedures that improved 90% of digital reporting workflow.
- Saved over 100 hours of work defining table fields within database migration efforts by creating SQL functions.
- Reduced over 2 hours of daily work by creating Azure scheduled trigger pipelines that automated ingestion, deletion, and transformation tasks within Azure Data Lake, Azure Synapse Database, and Microsoft SQL Server.

Correlation One (DS4A) Remote (February - August 2021)
Data Science Fellow

- Cleaned, visualized, and analyzed data quantifying Amazon deforestation and Brazilian economic health.
- Coordinated meetings as team lead for group of 5. Reported final analysis to an audience of over 1000 people.
- Gained working proficiency in Jupyter, Numpy, Pandas, Scikit-learn, Scipy, SQL, and Tableau.

Personal Projects

2048 Racer — *HTML/CSS, Javascript, Go* (June 2022 - August 2022)

- Built React web application that lets users race one another in the popular game 2048.
  - Implemented heuristic minimax backtracking algorithm optimized with alpha-beta pruning that successfully beats the game on its own.
  - Utilized Websockets for persistent client-server interactions, Vercel for front-end CI/CD, and Docker for composing + containerizing Nginx reverse proxy with back-end web server.

Pineapple Pics — *HTML/CSS, Javascript, Python, SQL* (March 2022 - June 2022)

- Developed full-stack RESTful Instagram clone built using an MVC design pattern.
  - Built REST API endpoints on a Flask web server to handle requests; automated API testing with Python.
  - Utilized React to render data from a PostgreSQL database via the Flask server REST API endpoints.
  - Authenticated users using cookies and JSON web tokens.

C++ Games — *C++* (March 2022)

- Built an FPS aim-training application and a Reversi clone using OOP principles and MVC design patterns.