ELLIOTT YOON

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Education

Northwestern University   Evanston, IL (September 2021 -   )
Bachelors of Computer Science
· 4.00/4.00 CS GPA; Dean's List 2021-22. Award for Excellence in Mathematics by a First-Year Student 2022

Technical Skills

Visual Portfolio	https://elliottyoon.github.io
Languages	C, C++, Golang, Javascript, Java, Python, Racket, SQL, x86 Assembly
Technologies	AWS, Bash, Docker, GDB, Git, Heroku, Linux, Microsoft Azure Cloud
Web Development	HTML/CSS, Flask, NginX, React, PostgreSQL, Tailwind, Vue/Nuxt, Websockets

Experience

Union Home Mortgage   Strongsville, OH (May 2022 - August 2022)
Data Engineering Intern
· Wrote Python scripts in Databricks for Avro file ingestion that reduced manual pipeline work by over 80%.
· Automated ETL processes with SQL stored procedures that improved digital reporting workflow by up to 90%.
· 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
· Performed statistical analysis (correlation analysis, chi-squared tests, and regression models) on extracted time series data to analyze relationships between Amazon deforestation and socioeconomic health of Brazilian states.
· As team leader, coordinated meetings and oversaw group of 5 fellows. Formalized results in written executive summary and reported final analysis and insights to an audience of over 1000 people.
· *Worked with **Python** (Jupyter, Numpy, Pandas, Scikit-learn, Scipy), **SQL** (SQLite), and **Tableau***

Personal Projects

2048 Racer — *HTML/CSS, Javascript, Go*   (June 2022 - August 2022)
· Developed web application that allows users race one another in the popular game 2048.
  – Built front-end web application in **React** (Javascript) and back-end web server with **Gorilla** (Go).
  – Developed **minimax** backtracking algorithm with **alpha-beta pruning** that successfully beat the game.
  – Utilized **Websockets** for persistent client-server interactions, Vercel for front-end React application CI/CD, and Docker for composing and containerizing **Nginx reverse proxy** and 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.js** 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.

Github (https://github.com/elliottyoon/)