Elliott Yoon

elliottyoon.github.io \(\phi \) elliottyoon@u.northwestern.edu

Education

Northwestern University

Evanston, IL (September 2021 - June 2025)

B.A. Mathematics (3.81 GPA)

- · Teaching assistant for CS 339: Database Systems (Sp24, Fa24) & Math 220: Calculus (Fa22, Wi23, Fa23, Wi24)
- · Relevant coursework: † Advanced Algorithms, Compilers, Database Systems, Data Structures & Algorithms, Operating Systems, Systems Programming, Web Development

Employment

Software Engineer Intern — Java

Washington, DC (June 2024 - August 2024)

Palantir Technologies

- · Designed and implemented a low-latency algorithm to persist state updates in real-time distributed data systems, increasing the frequency of lossless data synchronizations in graphs of peered networks by 7200%.
- · Built a parser to generate React component dependency graphs from Typescript monolith repositories; used to visualize and analyze graph properties of repository file structures for ease of navigation and refactoring.

Projects

 $\mathbf{RustyDB} - Rust$

(August 2024 - October 2024)

- · Designed and built a relational database management system for pedantic use in CS 339 (Database Systems).
- · Created internal SQL engine, planner, and optimizer for query execution with transactional concurrency control; built heap file storage engine to cache data persisted on disk to memory with a buffer pool manager.
- · Stubbed out API implementations in select modules for students to complete; wrote project instruction docs.

Compiler — C++

(January 2023 - March 2023)

· Generates x86 Intel Assembly from a C-based language. Used tiling methods for efficient instruction selection. Implemented liveness testing, graph coloring, and spilling algorithms for register allocation.

2048 Racer — Go, React, Docker, Websockets

(June 2022 - August 2022)

· Web application for players to race each other in real-time to beat the game 2048. Developed minimax back-tracking algorithm with alpha-beta pruning against which users can compete. (It's successfully beat the game!)

Languages Accolades $\mathrm{C}/\mathrm{C}++,\;\mathrm{Java},\;\mathrm{I\!\!A}\mathrm{T}_{\!\!E}\!\mathrm{X},\;\mathrm{Python},\;\mathrm{Rust},\;\mathrm{SQL},\;\mathrm{Typescript}$

Award for Excellence in Mathematics by a First Year Student

2024 ICPC Mid-Central Regional (3rd place); Qualified for 2024 ICPC NAC

^{†4.00} GPA