

# ELLIOTT YOON

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## Education

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### 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

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Visual Portfolio	<a href="https://elliottyoona.github.io">https://elliottyoona.github.io</a>
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

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### Union Home Mortgage

Strongsville, OH (May 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

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### 2048 Racer — HTML/CSS, Javascript, Go

(June 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/elliottyoona/>)