Yu Jin (Erin) Kwon

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EDUCATION

University of California, Los Angeles (UCLA) ***Cumulative GPA:*** 3.95
Bachelors of Science, Computational and Systems Biology – Data Science Expected Graduation June 2024

- ***Relevant Coursework***: Algorithms and Data Structures; Algorithms and Complexity; Discrete Mathematics; Linear Algebra and Applications; Differential Equations; Calculus; Statistics

RELEVANT SKILLS

- **Programming Languages:** Python, C++, HTML, CSS, JavaScript
- **Tools:** React, VS Code, Git, Figma, Firebase, Node, Object-Oriented Programming, Linux

EXPERIENCE AND LEADERSHIP

Creative Labs – "Plan It" [link][src] Los Angeles, CA
Full Stack Developer October 2022 – November 2022

- Built a full-stack **React** web application called "Plan It" using API calls to **Firebase** backend that recommends local activities to users and helps them plan out their stay in the greater Los Angeles area.
- Developed and styled an interactive calendar component using **React**, **CSS**, and libraries like **react-grid-layout**, allowing users to present their scheduled events on a visually-pleasing calendar.
- Implemented event handlers and states to pull updated scheduled events as an array of **JSON** objects from user database on **Firebase**, populating the calendar with styled event widgets on correct coordinates based on time and date.
- Parsed through scheduled event data to access details like event name, start time, and event type to display information and corresponding style, based on the **Figma** prototype, on the calendar event widget.

LA Blueprint Los Angeles, CA
Full Stack Developer October 2022 – Present

- Collaborating with nonprofit "Friends of the Children" to develop a full-stack **React** web application to serve as a centralized resource bank for caregivers with modules, a calendar, and a messaging system.
- Developing the module system by pulling data from **Firebase**, enabling administrators to add or edit nested modules with text/images/links/PDFs, and allow mentors and caregivers to view and access resources in each module.
- Using **Git** and **Figma** to collaborate with 6 developers, 3 designers, and 2 project leads in an agile biweekly sprint environment.

UCLA Strategic Communications Los Angeles, CA
UX Strategist and Developer August 2022 – Present

- Improving user experience and accessibility to 3 UCLA websites owned by the StratComm Team, such as ucla.edu, with 11,300 daily site visitors by maintaining and updating website information using **HTML**, **CSS** and **Javascript**.
- Analyzed and identified user pain points with dataset collected by StratComm's 2022 Design and Development Resources Survey.
- Created an 11-page report with strategies to increase user awareness on StratComm's digital resources for 950+ users.

UCLA Korean American Student Association (KASA) Los Angeles, CA
Internal Vice President September 2020 – Present

- Spearheading team of 15 staff members to plan cultural and social events, coordinate sponsorships and outreach, devise social media engagement strategies, and manage the family program.
- Restructuring the intern program to better integrate 10 new staff members into the club by assigning personal projects, personalizing the onboarding process to the intern's interests, and implementing a mentor-mentee program.
- Established alumni network for 200+ members by reaching out to past members, creating a LinkedIn group for past and current members with coffee chat opportunities, and hosting 2 annual professional nights where alumni share career advice.

PROJECTS

Personal Website [link] [src] June 2022 – Present

- Designed and developed a "notebook-style" personal website featuring unique pages and navigation bar using **React**, **HTML**, **JavaScript**, and **CSS**.
- Mapped through a **JSON** object filled with pages' content to format and present the corresponding content to each page.
- Blueprinted general layout and UI via paper prototyping and currently further styling site using SVG images and hover animations.

"TunnelMan" Video Game [src] August 2021

- Developed an interactive survival game in **C++** where player moves the TunnelMan character to dig underground tunnels and look for hidden oil barrels in a field with boosters and dangers, which incrementally gets more challenging per round.
- Randomized locations of all hidden objects per round, and revealed such objects when the TunnelMan dug tunnels in the 2D vector of Earth object pointers by dynamically hiding Earth objects in that region.
- Created and implemented logic for enemy Protesters to exit the field when defeated by the TunnelMan in the shortest escape route calculated with breadth-first search using queues to set up 2D arrays with each coordinate holding its distance and direction to exit.
- Structured codebase using inheritance to reduce code repetitiveness and improve code legibility.