

Gordon Yee

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EDUCATION

University of California, Santa Cruz

Santa Cruz, CA

Computer Science: Game Design B.S.

June 2024

- GPA: 3.89 (Dean's Honors)

EXPERIENCE

Software Development Intern

September 2023 – December 2023

Nutripair

Remote

- Collaborated with an Agile team to develop an interactive mobile application to display foods for dietary needs.
- Coordinated closely with UI/UX team to integrate user-friendly and visually appealing front-end interfaces.
- Implemented reusable front-end components for iOS and Android using TypeScript in React Native.

Software Engineering Intern

June 2023 – September 2023

Guardian Insight Group

Remote

- Designed, architected, and implemented a web application to help college applicants write their essays.
- Provided weekly software development and progress reports directly to the CTO and Software Architect.
- Constructed an intricate WordPress plugin using PHP, engaging in collaboration with a fellow intern.
- Integrated with Excelify's API to generate essay content using user-submitted CV input.
- Enhanced overall website functionality by creating and optimizing data tables in the WordPress MySQL database.
- Authored comprehensive documentation for plugin, outlining installation and usage, facilitating user onboarding.

Undergraduate Research Assistant: Web Developer

March 2022 – December 2022

Tech4Good Lab @ UCSC

Santa Cruz, CA

- Collaborated within teams of 5-8 members to craft web application pages for social computing research.
- Implemented 10+ front-end components on an Angular-Firebase framework using HTML, Sass, and TypeScript.
- Actively engaged in team scrum meetings, fostering alignment and progress to collectively achieve our lab's goals.
- Optimized and refactored legacy code resulting in increased performance and code quality.

PROJECTS

Kahoot! Clone | *React, TypeScript, Tailwind, MongoDB, Socket.io*

- Developed an interactive quiz platform replicating Kahoot's functionality using React and TypeScript.
- Utilized Tailwind CSS to create a responsive and visually appealing user interface.
- Implemented real-time communication and live updates with Socket.io for seamless user experience.
- Collaborated with a team to implement features such as question timers, score tracking, and multiplayer support.

HTTP Server | *C*

- Implemented a multi-threaded HTTP server achieving linear speedup.
- Developed functionalities for establishing, monitoring, and handling client connections on designated ports.
- Constructed a parsing module, utilizing regular expressions to effectively process incoming client requests.
- Generated and dispatched HTTP Responses in response to user requests, documenting outcomes in an audit log.

Password Cracker | *C++*

- Implemented a distributed, multi-threaded password cracker which results in a linear speedup.
- Monitored and intercepted a series of password hashes multicast within the private UCSC teaching servers.
- Employed an "embarrassingly parallel" approach restore passwords to their original four-character plaintext forms.
- Delivered decrypted plaintext passwords to the designated TCP server, as directed by the multicast server.

RSA Cryptosystem | *C*

- Developed an RSA-based cryptosystem for secure file encryption and decryption.
- Employed the RSA algorithm to produce complementary sets of public and private keys.
- Managed file encryption using the public key and its private key counterpart for decryption.
- Leveraged the capabilities of the GMP library for its functions on high-level signed integer arithmetic functions.

TECHNICAL SKILLS

Languages: Python, C, C++, JavaScript, TypeScript, HTML, CSS, PHP, MySQL

Libraries/Frameworks: React, React Native, Angular

Developer Tools: Git, VS Code, Figma, WordPress, Firebase, Expo, Postman