

Jammel S. Yeboah

jammelyeboah@gmail.com | linkedin.com/in/jammel-yeboah | 571-567-5243 | github.com/jammel-yeboah | jammelyeboah.dev

Education

University of Virginia | Charlottesville, VA

Expected Graduation, May 2025

Bachelors in Computer Science, Statistics, Minor in Real Estate

Experience

Netflix | Los Gatos, CA

May – August 2024

Incoming Software Engineer Intern

Zocdoc | New York, NY

June – August 2023

Software Engineer Intern

- Engineered a full-stack multi-step questionnaire for patients seeking dentists, increasing bookings, realized appointments, and positive patient and provider reviews
- Utilized React TypeScript for building front-end components and triage flow, and C# in introducing new GraphQL endpoints
- Conducted smoke, unit, and API testing, ensuring software stability and leading to a smoother user experience
- Established A/B testing metrics, monitored trends with Sentry and Datadog, and adjusted development strategy accordingly

Natera | San Carlos, CA

May – August 2022

Software Engineer Intern

- Designed and developed a Django-based Learning Management System, simplifying Continuing Education for employees
- Proposed and developed an automatic certificate generation system using Python, reducing certification time by over 50%
- Strategically utilized AWS S3 for the streamlined storage and organization of user media, certificates, and templates

AbbVie | Worcester, MA

March – May 2021

Project Engineer Intern

- Collaborated with a team of three engineers to draft updated safety procedures and protocol, as per OSHA Y14.5, reducing workplace injury by 200% in Q3 and Q4 of 2021
- Examined and compared AbbVie's laboratory process of chemical storage and rust prevention with external resources, isolated potential flaws, and suggested improvements to senior employees
- Participated in agile ceremonies including daily stand-ups, sprint planning, and one-on-one meetings

Worcester Public Schools | Worcester, MA

May – August 2020

Web Developer Intern

- Designed wireframes and mockups for both mobile devices and web browsers with Figma
- Developed and adapted the wireframes into a responsive remote learning website for the county schools by using React.js
- Created and implemented a plan with district authorities to improve digital learning and technology availability for students, resulting in the distribution of ~6000 laptops to students to aid remote learning

Projects

Cloud Service Pricing Analyzer | URL: <http://www.cloudpricinganalyzer.com/>

April – July 2022

- Developed and published a Flask web app that finds the best cloud service from several providers based on user criteria
- Used Python optimization techniques to efficiently search thousands of results from the GCP, Azure and AWS Pricing APIs
- Used SQLite to incorporate full CRUD functionality which involves the creation, viewing, and deletion of past reports

NFT Minting in Augmented Reality

April – August 2022

- Engineered the complete development of an Android and Windows compatible Web3 app with Solidity, C#, and Unity
- Used Solidity to interact with the Polygon network to allow for user authentication, smart contract and NFT creation
- Allowed for seamless loot box placement and opening, NFT collection, minting, and saving in user's decentralized wallet

Skills

Programming Languages: Python, TypeScript, GraphQL, C#, C, JavaScript, Java, NoSQL (MongoDB), SQL (MySQL, SQLite), Bash

Tools and Technologies: Git, AWS, Perforce, Docker, Node.js, React, Django, Flask, Terraform, Linux (Ubuntu, Debian)