NYAN TUN (JONATHAN)

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PROFESSIONAL EXPERIENCE

AMAZON, SEATTLE, WA
Software Development Engineer Intern, *June 2018 – September 2018*

- Implemented investigation tools for Amazon Go's Events and Sessions Processing team to debug why certain shopping events may be stuck in the data flow pipeline
- Exposed an API for the Java backend that returns a JSON-formatted response of a target event's respective "blocker" shopping events and designed a front-end to visualize the response as a force-directed graph using the D3 library
- Wrote Gremlin queries to identify choking points in the graph database, which run an exhaustive search to find target events of a specified type with the highest connectivity

UCLA CENTER FOR HEALTH POLICY RESEARCH, LOS ANGELES, CA
Python Developer, *June 2017 – Present*

- Worked with tabular data to implement new features on the UCLA-Berkeley CalSIM health-care insurance simulation model to emulate individual and firm-specific behavior given various policy and parameter adjustments

SKILLS

LANGUAGES: Python, C++, C, Java, JavaScript
TOOLS: Bash, Pandas, NumPy, SQL, Junit, Gremlin, Angular

LEADERSHIP

ASSOCIATION OF COMPUTING MACHINERY UCLA, LOS ANGELES, CA
Director of External Affairs, *October 2016 – June 2018*

- Corresponded with sponsors to host company info-sessions, tours, and tech talks
- Organized UCLA Founder's School, a student-run entrepreneurship conference, for 2017 and 2018 with turnouts of approximately 150 undergrad and grad students

ENGINEERING SOCIETY OF UCLA, LOS ANGELES, CA
Corporate Outreach Director, *March 2016 – June 2017*

- Collaborated with sponsorship partners and UCLA administration to host several professional and research-oriented networking events

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES, LOS ANGELES, CA

- B.S. in Computer Science (Upper Division GPA: 3.8, Cumulative: 3.7) – *June 2019*
- Student Officer for the Upsilon Pi Epsilon CS honor society

RELEVANT COURSEWORK

- Multivariable Calculus, Discrete Math, Operating Systems Principles, Probability and Statistics for Engineers, Computational Models for Medical Imaging, Algorithms, Machine Learning, Engineering Finance, Programming Languages, Database Systems, Computational Genetics, Artificial Intelligence, Web Applications, Business Law, Software Engineering, Distributed Systems

PROJECTS

BLOCKHEADS
WebGL, February 2017 – March 2017
https://ucla-wi17-cs174a.github.io/project-group18/

- Designed various game mechanics, and audio/visual components for Computer Animation class project, a web game inspired by the Web arcade game 'Boxheads'.