

# 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'.