Jonathan Yu
SOFTWARE ENGINEER @ T-MOBILE

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EXPERIENCE

2019 - 2021

T-Mobile - Data Engineer

Developed a patented process in automating Android device tests. Optimized Big Data queries and aggregations tasks by creating data pipelines. Designed and developed internal applications for data visualization and consumption.

2021- Present

T-Mobile - Software Engineer

Led the development of the internal web-application used by various teams to manage users, configure data, and interact with existing microservices.

PROJECTS

Automated Device Testing

A platform composed of various Python scripts for automating and running network performance tests on multiple Android devices in parallel. Python wrapper of UI Automator is used to control interface actions.

LOL-TANA

An iOS mobile app that predicts your win percentage of a League of Legends game. It uses a Logistic Regression model and various in-game factors (e.g. kills, creep score) to determine the chances of a win throughout the game.

Tennis Footwork Assist

A C++ appliation, inspired by the Hawk Eye technology, that tracks the lateral movement of a player in a video using OpenCV library. Visualization is shown in a separate binary image with detected court lines (using Canny Edge detection) and marked pixels (center of player) moving left or right.

EDUCATION

2014-2019

University of Washington

B.S. Computer Science & Software Engineering

GPA: 3.5

SKILLS

Front-end Development

Microservices

Back-end Development

Visual Design

Automating & Optimizing

Wireframing & Prototyping

TOOLS & FRAMEWORKS

Angular

React

HTML & CSS

Python

Java

SQL/PySpark/HiveQL

Bash

Adobe XD