

Jordan Yee

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EDUCATION

Arizona State University - Barrett, The Honors College

August 2021 - May 2023

Bachelors of Science in Computer Science

GPA: 3.97/4.00

University of California, Irvine

June 2025

Bachelors of Science in Computer Science

Relevant Coursework:

- Data Structures and Algorithms, Computer Organization & Assembly Language Programming, Object-Oriented Program & data, Intro to Programming Languages, Digital Design Fundamentals, Principles of Programming, Discrete Math and Calculus I-III

SKILLS

Programming Languages: Java, C/C++, Python, Go, JavaScript, HTML/CSS, SQL (Postgres), R

Frameworks: Bootstrap, React, Kubernetes, Docker, Node, Express

Other: Google Cloud Platform, Amazon Web Services, Git, Azure, Jira, CI/CD, MATLAB

EXPERIENCE

Iridium Satellite

May 2023 – Present

Software Engineer Intern

Chandler, AZ

- Worked on the Space Development Agency team.
- Led development of a **Python** automation script integrating **JIRA data** into a government-compliant Earned Value Management system, minimizing manual interventions and boosting data accuracy.
- Utilized R4J REST API with Python to extract requirements tree and verification matrix from JIRA API.
- Implemented **Docker** integration with **Splunk** as a Log Driver to proactively monitor and analyze computer health performance, leading to a reduction in troubleshooting time and improved system reliability

Arizona State University

July 2022 – December 2022

Research Intern

Tempe, AZ

- Researched and implemented innovative approaches to cleanse data from studies carried out under DARPA's Artificial Social Intelligence for Successful Teams (ASIST) initiative
- Executed data processing for weekly studies conducted in specialized testbeds, aimed at collecting performance data in a search and rescue (SAR) task
- Deployed **Python** and **R** scripts to effectively clean metadata files and convert data into CSV format
- Effectively communicated biweekly progress updates on thesis implementation involving vision models to advisor

Founder

May 2019 – Aug. 2021

Trilogy

Remote

- Launched and operated a graphics/video editing business operating under Fiverr's freelancing services
- Led end-to-end development of a feature-rich web application for shopping, utilizing **HTML, CSS, JavaScript, and Bootstrap**
- Conducted comprehensive analysis of user needs and market trends, incorporating insights from over **100+ customer reviews**
- Successfully scaled the business to serve **500+ clients** on a national and international level

PROJECTS

Real-Time Object Detection System | Python, PyTorch, pandas

Spring 2023

- Developed a Real-Time Detection System with **YOLO** and **OpenCV**, enhancing live video identification and efficiently logging with **pandas**, all bolstered by custom utilities.

LabyrinthineBFSExplorer | C++

Fall 2022

- Developed an advanced **C++** grid-based path finding simulator that uses **Breadth First Search** to efficiently navigate through complex mazes and obstacles, determining the best route from start to finish.

Bank Management System | Java, Java Swing, PostgreSQL

Summer 2022

- Designed a comprehensive banking system that seamlessly manages funds, handles Checking and Savings accounts operations, and offers both **command-line** and **GUI** interfaces for versatile user interaction.