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 Communications   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 navigate complex mazes and obstacles efficiently, 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 **command-line** and **GUI** interfaces for versatile user interaction.