JOSHUA YUEN

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OBJECTIVE

Searching for internships and career opportunities in software development or related areas in computer science. Pursuing ways to develop and grow my skills in a work environment in parallel to my current academic knowledge and to further use the newly acquired information in future applications both academically and in industry.

EDUCATION

University of Illinois at Chicago   Expected Graduation: May 2021   *Chicago, IL*
Bachelor of Science in Computer Science

EXPERIENCE

JUNE 2020 - PRESENT   **CDW**   *Lincolnshire, IL*
Data Science and Analytics Intern
- Explored data analytics, data visualization, and data governance platforms for potential deployment in data science and data engineering teams
- Actively gained hands-on-experience to databases, tools, and services used in business to business companies
- Improved audit logging workflow of existing ETL jobs and was later adopted into current ongoing projects

JANUARY 2020 - APRIL 2020   **University of Illinois at Chicago**   *Chicago, IL*
Undergrad Peer Tutor - CS 2xx
- Assisting CS department instructors with undergraduate courses
- Tutoring undergraduate peers in foundations in programming and data structures

NOVEMBER 2017 - PRESENT   **Student Recreation Facility**   *Chicago, IL*
Rock Climbing Attendant
- Exposing the sport of rock climbing to facility members and guests
- Teaching patrons of safe climbing and awareness practices

PROJECTS/RELATED COURSEWORK

Search Algorithms (Java) - (P)(G)
- Implementation of multiple search algorithms in a 15-puzzle environment for an educational perspective and deeper understanding of search space algorithms

Multithreaded Server/Client TTT (Java) - (G)
- Utilizing Java sockets, multithreading, and the minimax algorithm for a server/client tic-tac-toe game

Travel Networks (C++)
- Handling of data structures to exhibit accessibility of flights and their destinations

Gridworld (C++)
- Designed and implemented data structures to simulate and manage a world of communities

COURSES COMPLETED

- Program Design I, II
- Programming Practicum
- Data Structures
- Machine Organization
- Software Design
- Systems Programming
- Computer Design
- Programming Language and Concepts
- Software Engineering
- Development of Mobile Applications
- Artificial Intelligence I
- Computer Algorithms I
- Intro to Machine Learning
- Intro to Data Science

TECHNICAL SKILLS

- Effective verbal and written communication skills within a team environment
- Efficient problem solver acute in both accuracy and time management
- Proficient understanding in languages Java, Python, C/C++, SQL and foundational programming
- Exposure to ETL tools, and data governance/visualization platforms
- Strong foundation in mathematics and statistical analysis