

# JOSHUA YUEN

Chicago, IL | jybusinessnet@gmail.com | 847-809-3109

LinkedIn: <https://www.linkedin.com/in/joshua-yuen/>

Github: <https://github.com/joshua-who-now>

## EDUCATION

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

*Chicago, IL*

## COURSES COMPLETED

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 | Communication and Ethics | User Interface Design

## TECHNICAL SKILLS

- Proficient understanding in Java, Python, SQL, C/C++, HTML, CSS, Javascript
- Basic understanding in ETL tools, and data governance/visualization platforms and frameworks
- Strong foundation in mathematics and statistical analysis

## EXPERIENCE

JUNE 2020 - PRESENT

CDW

*Lincolnshire, IL*

### Data Science and Analytics Intern

- Actively used technologies in a data science and engineering setting such as Talend, SSMS, HIVE for the use of analytics, visualization, and governance
- Curated operational dashboards for monitoring of solution activity and auditing observances to be used as standard template for future projects
- Assisted in the development of data pipelines using Talend, SQOOP, and SSIS
- Improved automation of audit logging workflow of existing ETL jobs which was then applied to ongoing and future projects
- Actively gained hands-on-experience and exposure to databases, tools, and services used in a business to business setting

JANUARY 2020 - APRIL 2020

University of Illinois at Chicago

*Chicago, IL*

### Undergrad CS 2xx Peer Tutor

- Tutored between four to seven students per hour on foundational programming and data structures from multiple advanced courses
- Reported issues and concerns from students to CS department instructors

NOVEMBER 2017 - PRESENT

Student Recreation Facility

*Chicago, IL*

### Rock Climbing Attendant, Assistant Manager, and Instructor

- Efficiently lead group sessions on beginner-intermediate climbing instructions and safety & awareness practices
- Actively worked with rec management on promoting rock climbing, recreational events, and overall wellness

## PROJECTS/RELATED COURSEWORK

### Search Algorithms (Java) - (P)(G)

- Implemented AI search algorithms in a 15-puzzle environment for an visual perspective and deeper understanding of search-space algorithms in a dynamic environment

### Wumpus No Wumpus (Java & Python) - (P)(G)

- Implemented Markov's Decision Process with the Bellman equation on a generic world similar to the Hunt the Wumpus environment to visualize the process of decision-making via dynamic programming

### Divvy Eats - (H)

- Analyzed Chicago's Divvy bike data to create predictive suggestions for users on local restaurants by utilizing Google Maps and Places APIs and front end languages during Stanford's 6th TreeHacks Hackathon

### Multithreaded Server/Client TTT (Java) - (G)

- Utilized Java sockets, multithreading, and the minimax algorithm for a server/client tic-tac-toe game

### Travel Networks (C++)

- Handled 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