

Joshua Young

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330 De Neve Drive | Los Angeles, CA 90024

EDUCATION

University of California, Los Angeles (UCLA)

Bachelor of Science, Computer Science and Engineering

GPA: 3.7

Expected Graduation Date: June 2022

College of San Mateo (High School Concurrent Enrollment)

June 2014 - December 2017

SKILLS

Programming Languages: C, C++, C#, Python, SQL, XAML, Java, HTML/CSS, Bash

Operating Systems and Environments: Windows 7/8/10, Linux, MacOS High Sierra

Development Tools: Xcode, Git, Visual Studio

Applications: Unity, Microsoft Office (Word, Excel, PowerPoint, Access, Outlook, Publisher), Onshape, Solidworks, Final Cut Pro

Interpersonal: Problem Solving, Leadership, Teamwork

Spoken Languages: English, Mandarin, Spanish

PROFESSIONAL EXPERIENCE

Software Engineering Intern, Brooks Automation, Fremont, CA

June 2019 - September 2019

- Developed user interface in C# using Windows Presentation Foundation and MVVM architecture
- Wrote Swagger API methods for Apache web server hosted on Raspberry Pis in Python
- Handled HTTP requests to store and retrieve information from databases in SQL
- Integrated log collector to aggregate data from all microcontrollers in network

Engineering Intern, Beast Inc, San Francisco, CA

July 2018 - September 2018

- Trained virtual pets to navigate obstacle courses faster using machine learning
- Designed and implemented script to optimize movement in C#
- Collaborated with team members and used Plastic SCM for version control

PROJECTS (<https://github.com/joshua-y>)

Up2Date

February 2019

- Built Chrome extension to send user queries in HTML/CSS and JavaScript
- Set up Django back-end server to store queries on Firebase database in Python
- Utilized Bing News Search API to alert user to relevant news based on query

Sincerely, AI

January 2019

- Used machine learning to identify insincere text
- Implemented Django back-end to interface with machine learning model using Python
- Created Chrome extension and Twilio app front-end using HTML/CSS and JavaScript

Gravity Fall

November 2018

- Built a platforming game in Unity with scripts in C#

LEADERSHIP EXPERIENCE

Robotics - Programming / Design Lead

August 2016 - May 2018

- Managed programming and design teams
- Established new robotics teams in communities and schools

AWARDS

Hack on the Hill V Best Game - Hackathon

Rookie All-Star & Highest Rookie Seed - Robotics

National Merit Scholarship Recipient - Academic

American Fine Arts Festival Winner (Performed at Carnegie Hall) - Piano