Minji Yun

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Education

University of California, Davis — Davis, CA
Bachelor of Science in Computer Science — *Sep. 2021 – Jun. 2025*
Minor in Statistics

Experience

Tech Lead — Jan. 2023 – Feb. 2024
Google Developer Students Club — *Davis, CA*

- Developed an AI/ML based recycling app that classifies garbage materials and tells how accurate its prediction is when users take or choose photos
- Collaborated with a team to highlight the inefficiency of the current recycling system in the U.S. and to provide guidance for a new system that sorts every material possible
- Won the 2023 Winter Quarter Most Creative Project Award
- Used Flutter, TensorFlow, and Google Colab
- Developed an AI/ML based app that generates a curated color palette from the pictures taken or chosen, later developed it into a palette sharing social media app
- Won the 2023 Spring Quarter Best Beginner Project II Award
- Used Flutter, scikit-learn, and Flask

LikeLion US @ UCD — Sep. 2023 – Aug. 2024
Tech Entrepreneurship Community — *Davis, CA*

- Developed a prototype for a sign language translating app that provides live translation subtitles when using phone camera or making video calls in effort to resolve communication difficulties for the Deaf
- Won 1st place at the 2023 LIKELION US Ideathon
- Currently developing the webpage for LikeLion @ UCD in HTML and CSS

Society of Manufacturing Engineers @ UCD — Sep. 2022 – Sep. 2023
Officer — *Davis, CA*

- Organized, promoted, conducted general meetings/events, and coordinated officer meetings
- Tutored UC Davis undergraduate physics courses

Programming Intern — Jun. 2020 – Jul. 2020
Notre Dame University - QuarkNet — *Notre Dame, IN*

- Developed a program in Python that analyzes 100,000 dimuon collision events to enhance the accuracy, efficiency, and the data intake amount for the current analysis method
- Integrated raw data of collisions to calculate invariant mass of dimuon pairs and to perform Lorentz transformation

Technical Skills

Programming Languages: Java, Python, C++, R, Dart, Kotlin, HTML, CSS, JavaScript, MATLAB
Developer Tools: GitHub, Linux, Flutter, Flask
Libraries: NumPy, pandas, pytorch, scikit-learn, tensorflow, Matplotlib, ggplot2
Other Tools/IDEs: Visual Studio Code, IntelliJ IDEA, Android Studio, Figma, SolidWorks
Languages: English, Korean, Spanish (intermediate)

Relevant Coursework

- Assembly Language
- Object Oriented Programming
- Data Structures and Algorithms
- Probability Theory
- Statistical Data Science
- Game Theory
- Linear Algebra
- Calculus