Minji Yun

 $530\text{-}601\text{-}6417 \mid \text{minjiyun} 404 @ \text{gmail.com} \mid \text{linkedin.com/in/yun-minji} \mid \text{github.com/minjiyun} 02 \mid \text{gmail.com} \mid \text{linkedin.com/in/yun-minji} \mid \text{github.com/minjiyun} 02 \mid \text{gmail.com} \mid \text{gmail.com}$

EDUCATION

University of California, Davis

Davis, CA

Bachelor of Science in Computer Science

Sep. 2021 - Jun. 2025

EXPERIENCE

Software Engineer Intern

Jun. 2024 – Sep. 2024

SelfActualize.AI San Francisco, CA

- $\bullet \ \ Developed \ and \ maintained \ front-end \ features \ for \ AI \ coaching \ service \ using \ HTML, \ CSS, \ JavaScript, \ TypeScript$
- Wrote Lambda codes to enable certain features and to optimize back-end microservices and APIs with Python and JavaScript
- Prompt engineered to fine-tune GPT40 model so that the AI coaches were fit to their real life characters
- Wrote tests and helped debug issues to ensure high performances and responsiveness

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 using Flutter, TensorFlow, and Google Colab
- 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
- 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 using Flutter, scikit-learn, and Flask; Won the 2023 Spring Quarter Best Beginner Project II Award

LikeLion US @ UCD

Sep. 2023 – June. 2025

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
- Developed the official website for LikeLion @ UCD using HTML/CSS/JavaScript

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, TypeScript, MATLAB

Developer Tools: GitHub, Linux, Flutter, Flask, AWS, React, MongoDB

Libraries: NumPy, pandas, pytorch, scikit-learn, tensorflow, Matplotlib, ggplot2, seaborn, MUI Other Tools/IDEs: Visual Studio Code, IntelliJ IDEA, Android Studio, Figma, SolidWorks

Languages: English, Korean, Spanish (intermediate)

Relevant Coursework

- Machine Learning Methods and Theory
- Object Oriented Programming
- Data Structures and Algorithms
- Statistical Data Science
- Assembly Language

- Probability Theory
- Game Theory
- Linear Algebra
- Calculus
- Physics Mechanics