Andrew Yu

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Education	
University of California, Santa Barbara	September 2021 to June 2025

Bachelor of Science in Computer Science, Minor in Philosophy
GPA 3.71 — College of Engineering Honors, Distinction in the Major Program

UC Santa Cruz, Master's in Computer Science (accepted)   September 2025

Coursework

Computer Architecture, Compilers, WebDev, Formal Languages, Operating Systems, Data Structures & Algorithms, Computer Vision, Artificial Intelligence

Experience

Student Researcher for Prof. Phill Conrad, UCSB   Fall 2023 to Spring 2025
- Research efficacy of computer science education methods with concrete metrics, including commits, project board interaction, and textual feedback
- Methodology used — ordered logistic regression for categorization, segmentation based on semantic content, bias mitigation in human coding

Student Developer, Cosmo Millennial, Goleta, CA   Spring 2025 to Summer 2025
- Full stack development for a web app using pgAdmin for SQL database, CSS and HTML frontend, and JS backend
- Implement features including fully reworked elements for accessibility and new profile information inputs linked to backend

Intern, SupportVectors AI Labs, Fremont, CA   Summer 2022, Summer 2024
- Research and document machine learning and AI topics for curriculum use
- Test code for compatibility on macOS and Windows 11
- Work as a TA for multiple graduate level courses (AI, Machine Learning, and ML Operations / DevOps using cloud-based ML pipelines)

Tutor, Campus Learning Assistance Services at **UCSB**   Fall 2024 to Spring 2025
- Courses covered — Math 3A, 3B, 34A, and 34B; Physics 6A, 7A, 7B
- Host drop-in tutoring at the Student Resource Building
- Teach and answer student questions about homework, lecture, discussion, and exam preparation material, directing students to other tutors if necessary

Director of Internal Affairs at **Google Developer Student Clubs UCSB**   2022
- Manage bookings, advertising, event logistics, and club's Instagram & Discord

Projects & Publications

Co-Author, Tariq et al. *Improving AGILE Retrospectives through Metacognitive Scaffolding*, recipient of Best Paper Award at SIGSCE 2025 & presented at UCSB CS Research Showcase 2025

ETHBay, Solidity
- Develop a fully functioning backend for an Ethereum marketplace supporting auctioning and displaying items with a unique seasonal ranked leaderboard to distribute ETH rewards for activity
- Lead writer for the project's written report and documentation and designer of the project presentation (team of 3)

Sentiment Analysis of Amazon Food Reviews, Python
- Develop a machine learning model with demonstration widget to classify reviews with natural language tools using the TensorFlow, NumPy, Pandas, NLTK, and Keras libraries to achieve 95% test accuracy (team of 5)

Classification of UCSB Fish Species, Python
- Develop a convolutional neural network deployable on an unmanned submarine to classify fish species in the university's lagoon (team of 4)

Instructional Website, ReactJS & HTML
- Implement both feature APIs and frontend elements to modernize and debug an interactive website to demonstrate carrying capacity of an ecosystem for curriculum use (team of 5)

Skills & Tools

Python, C++, Java, HTML, CSS, SQL, Solidity, JavaScript
Anaconda, GitHub, Docker, AWS