

Patrick Yin

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EDUCATION

University of California, Berkeley | B.A. Computer Science, Applied Mathematics **May 2022**

- Regents' and Chancellor's Scholar - Merit-based scholarship for the top 2% of undergraduates at UC Berkeley
- Current Coursework: EE 16A (Designing Information Devices and Systems I), Math 53 (Multivariable Calculus), CS 61A (Structure and Interpretation of Computer Programs)
- Planned Coursework: CS 70 (Discrete Mathematics and Probability Theory), CS 61B (Data Structures), EE 16B (Designing Information Devices and Systems II)

PROJECTS

Phyzmo **October 2019 – November 2019**

- Reduced university course cost by over \$100 per student by constructing cross-platform application leveraging computer vision to help students visualize kinematic data for physics labs
- Designed application to track moving objects and create visuals based on recorded data using Cloud AutoML
- Tech Stack: GCP Vision API, GCP Cloud Functions, GCP Storage, OpenCV, Firebase, Python, Java, Swift

Absence **September 2019 – October 2019**

- Launched iOS app coaching non-native speakers to improve their accent by analyzing their voice recordings
- Utilized cosine similarity algorithm and word-level confidence analysis to dissect accent and provide feedback
- Tech Stack: GCP Speech-to-Text API, GCP Cloud Functions, GCP Storage, Firebase, Python, Swift

MultiFit **August 2019 – September 2019**

- Devised a personal workout log merged with crowdsourced workout programs using Google Firebase
- Managed team of 3 by holding weekly debriefs and enforcing deadlines using ClickUp and Trello
- Tech Stack: Google Firebase (Authentication, Storage, Realtime Database), Swift

FeeSplitter **June 2019 – September 2019**

- Invented a web application tracking shared expenses and balances between roommates, friends, and family
- Tracked over \$5000 in transactions between users, helping them conveniently optimize their finances
- Tech Stack: Javascript (Node.JS, Express.JS, React.JS), HerokuApp Deployment, HTML, CSS, SQL

EXPERIENCE

Mobile Developers of Berkeley | iOS Developer **August 2019 – Current**

- Immersed in intensive 6-week iOS bootcamp creating 4 deployable applications using Firebase and REST APIs
- Collaborated with project partner in building flight tracking application using Lufthansa Airline's REST API
- Pioneered a social media application allowing users to post and RSVP to social events using Google Firebase
- Rebuilt the Pokemon Pokédex on the iPhone and fashioned a trivia game for member-matching

Preclinical Medevice Innovation (PMI) | Intern **June 2018 – August 2018**

- Initiated and built a database of all animal studies conducted by PMI, saving Quality Assurance and Regulatory Affairs employees over 300 hours and counting when searching through their 3000+ historical studies
- Provided assistance to lab technicians conducting experimental surgery on animals: induced anesthesia, observed EKG readings, inserted medical implants/drugs, and conducted anesthesia recovery

SKILLS & INTERESTS

- **Awards**: USA Computing Olympiad Gold Division 2019
- **Languages**: Swift, Python, Java, JavaScript, Scheme, R, HTML, CSS, SQL
- **Frameworks and Technologies**: React.js, Node.js, Express.js, Cocoa Touch, Google Cloud Platform, Firebase
- **Interests**: Meeting new people, traveling, the environment, learning Mandarin, basketball, anime, lofi, martial arts