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
- <u>Current Coursework:</u> CS 70 (Discrete Mathematics and Probability Theory), CS 61B (Data Structures), EE 16B (Designing Information Devices and Systems II), EE 16A (Designing Information Devices and Systems I), Math 53 (Multivariable Calculus), CS 61A (Structure and Interpretation of Computer Programs)

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.is, Node.is, Express.is, Cocoa Touch, Google Cloud Platform, Firebase
- Interests: Meeting new people, traveling, the environment, learning Mandarin, basketball, anime, lofi, martial arts