Yehyun Ryu

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EXPERIENCE

- **Microsoft** — Redmond, WA
  Software Engineer — *Feb 2020 - Present*
  - Developed the backend API using .NET and C# for pipelining Windows data into a data analytics dashboard.
  - Worked on optimizing and performing data analysis for Windows data using Scope (SQL).
  - Implemented an internal data access library for data in Azure Cloud for Spark using Scala and Python.

- **Microsoft** — Redmond, WA
  Software Engineer Intern — *May 2019 - Aug 2019*
  - Developed a frontend web page for data analytics regarding Windows Updates using React, TypeScript.
  - Implemented a backend job service (C#) that queries data from a database and caches it in Azure Blob Storage.
  - Added new endpoints to an internal API for retrieving data for the frontend UI.
  - Implemented an AI model for predicting performance of Windows Updates with Python, ScikitLearn.

- **Blizzard Entertainment** — Irvine, CA
  Software Engineer Intern — *May 2018 - Aug 2018*
  - Developed the Overwatch League Android app and helped increase monthly active users by 5.8%.
  - Refactored the app with MVVM architecture using the Android Jetpack Library (ViewModel, LiveData).
  - Integrated playoffs and match stats through the Overwatch League API using RxJava, Dagger, and OkHttp.
  - Launched Blizzard's first mobile A/B testing experiment in the app using Optimizely.
  - Updated the internal push notification library used across all Blizzard mobile teams.

EDUCATION

- **University of Minnesota - Twin Cities** — Minneapolis, MN
  B.S. Computer Science - GPA: 3.91 — *Aug 2016 - Dec 2019*
  - **Courses**: Intro to AI, Probability & Statistics, Practice of DB Systems, Computer Networks, Algs & Data Str

PERSONAL PROJECTS

- **Algo**
  Data Science — *Feb 2021 - Present*
  - Algo is a stock/crypto trading algorithm that utilizes machine learning.
  - Predicts current trends based on a composite of technical indicators and sentiment analysis scores.
  - Developed with a neural network model built with Tensorflow, Pandas, Numpy, and Python.

- **Word Lock**
  Android App — *Published Oct 2020*
  - Word Lock is a word memorization app that uses your phone lock screen.
  - Developed with the MVVM architecture (Room, ViewModel) and Java, XML.
  - Source: https://play.google.com/store/apps/details?id=com.yeryu.wordlock

CERTIFICATES

- **Associate Android Developer Certification** — Google Developers
  Android, Java, XML — *Feb 2018 - Feb 2021*

- **Android Developer Nanodegree** — Udacity
  Android, Java, XML — *Aug 2017*

PROGRAMMING SKILLS

- **Experienced**: C#, Python, Java, Android
- **Proficient**: JavaScript, React, HTML