Yuki Suwabe

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EDUCATION

Cornell University   August 2021 - May 2025
Bachelor of Science in Computer Science, Engineering Dean's List

EXPERIENCE

Capital One   June 2024 - August 2024
Software Engineering Intern   Mclean, VA
- Collaborated with a team of 2 interns to design and implement a full-stack solution for an internal case management system, streamlining workflow organization into tasks that improved efficiency and reduced the review process time by 75% for thousands of internal workers.
- Designed, developed, and tested API endpoints using TypeScript and PostgreSQL to authenticate user permissions and update the database.
- Completed the development of a peer review system UI in Vue, seamlessly integrating it with backend APIs and conducting extensive testing to ensure functionality.

Cornell CIS Department   August 2023 - Present
Research Assistant   Cornell University
- Engineered a VR solution in François Guimbretière's lab using Unity and C#, facilitating remote collaboration with Quest series headsets to analyze the human-computer interaction effects of VR on remote collaboration.
- Leveraged Computer Vision techniques to analyze participants' point of view and accurately identify their focal points during the study, enhancing data insights and participant behavior analysis.

CS 3110 Course Staff   August 2023 - Present
Teaching Assistant   Cornell University
- Assisted professors for CS 3110 - Data Structures and Functional Programming at Cornell University's Computing and Information Science school.
- Hosted weekly office hours to assist students with assignments, technical issues, and other course materials. Participated in 5-hour grading sessions for course assignments and exams weekly.

BigRed//Hacks   March 2022 - Present
Executive Co-Director   Cornell University
- Led and managed the BigRed//Hacks team consisting of 22 members and 4 dedicated sub-teams. Communicated with different departments and sponsors to figure out the logistics of big events.
- Hosted the 3-day BigRed//Hacks event with 400+ participants to develop innovative software and hardware projects in a collaborative setting.
- Collaborated with Cornell Maker Club to host a joint hackathon for the first time called BigRed//Makeathon garnering 200+ registrations.

PROJECTS

Caml's Game   February 2023 - May 2023
Cornell University   https://github.com/rpignatiello/Camls-Game
- Launched Caml's Game, a resource management game inspired by bloodrizer's Kittens Game, using OCaml; enhanced user experience with curses library for frontend and Yojson for backend.

Toasty   July 2022 - August 2022
SEEDS, Remote   github.com/yukisuwabe/mealapp
- Created an app that utilizes Jetpack Compose to allow users to choose 3 ingredients to base the user's meal around and then generates links to recipes on the web that incorporate the user's selections. Utilized user research and design principles to develop the application.
- Developed and integrated API components and designed intuitive UI layouts using Jetpack Compose.

Fashion Forecast   December 2021
Cornell AppDev Backend Course, Cornell University   github.com/yukisuwabe/fashionforecast
- Engineered an iOS app that analyzed users' wardrobe items and current weather to suggest outfits, reducing daily preparation time by 20%.
- Implemented the backend and API call systems with Flask, Heroku, Docker, and REST API to deliver precise weather forecasts based on user zip codes and the appropriate outfit for the weather.

TECHNICAL SKILLS

Programming languages/Tools: Python, C#, Java, Kotlin, JavaScript, Vue, HTML, CSS, React, MongoDB, Node.js, SQLite, Android Studio, Git, Heroku

RELEVANT COURSEWORK

Courses: Object-Oriented Programming and Data Structures, Operating Systems, Analysis of Algorithms, Intro to Back-end Development, Intro to Machine Learning, Intro to Computer Vision, Database Systems, Intro to Computer Networks, Human-Computer Interaction Design