Yuki Suwabe

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Education

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

Experience

Research Assistant August 2023 - Present
Cornell CIS Department Cornell University
- Assisted François Guimbretière's research lab which focuses on human-computer interaction and worked with Unity and C# to develop a VR application that allows users to use the robot for remote collaboration using the Quest series VR headset.
- Attended weekly meetings discussing the research methods and ways to implement different technologies to the application.

CS 3110 Course Staff August 2023 - Present
Teaching Assistant Cornell University
- Teaching Assistant for CS 3110 - Data Structures and Functional Programming at Cornell University's Computing and Information Science school.
- Hosted weekly office hours for 4 hours a week to assist students with assignments, technical issues, and other course materials. Graded course assignments and exams weekly and regularly attended staff meetings.

SEEDS - Dandilyonn Summer 2022
Intern Virtual
- Participated in a 10-week internship program to learn and develop an Android app with other women studying Computer Science in college.
- Collaborated with 2 other students studying Computer Science to develop a multi-screen Android app that allowed users to improve their diet.
- Learned from scratch how to create an Android app using design thinking, coding in Kotlin and Android Studio as well as how to call APIs.

BigRed//Hacks March 2022 - Present
Executive Co-Director Cornell University
- Lead a team of 8 as well as 3 other subteams to organize and plan the logistics of the largest student-run hackathon in Cornell University with 400+ participants.
- Planned the logistics of the 3-day event. Worked 18+ hours over the weekend to run the event.
- Collaborated with Cornell Maker Club to host a joint hackathon for the first time called BigRed//Makeathon for Spring 2024.

Projects

Caml's Game Februrary 2023 - May 2023
Cornell University https://github.com/rpignatiello/Camls-Game
- Caml's Game is inspired by bloodrizer's Kittens Game. The game is a standard idle/resource management game created entirely in OCaml. For the front end, we used the curses library for OCaml and for the backend, we utilized the Yojson library for OCaml.
- Collaborated with 2 other teammates and worked mainly on the backend component of the game.

Toasty July 2022 - August 2022
SEEDS, Remote github.com/yukisuwabe/mealapp
- Toasty is an app that utilizes Jetpack Compose to allow users to choose 3 ingredients to base their meal around and then generates links to recipes on the web that incorporate their selections.
- Worked on the API component as well as some of the basic layout using Jetpack Compose.

Fashion Forecast December 2021
Cornell AppDev Backend Course, Cornell University github.com/yukisuwabe/fashionforecast
- By inputting the clothes you have in your closet, this app is able to automatically generate an outfit for the day based on the weather of the day.
- Worked on the backend component of the app as well as the API call to get the weather for the day based on the user's zip code using Flask, Heroku, Docker, and REST API.

Other Projects
- **ClubTeamCourse :** Web application that organizes extracurricular activities offered in Bronx High School of Science
- **Personal Website :** Personal website created using React.
- **Japanese American Incarceration in Children's Book :** React website discussing Japanese Incarceration in children's books.

Technical Skills

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

Relevant Coursework

Courses: Object-Oriented Programming and Data Structures, Discrete Structures, Computer Systems Organization, Modeling and Simulation, Intro to Back-end Development, Data Structures and Functional Programming