





Yuki Suwabe

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EDUCATION

Cornell University

Bachelor of Science in Computer Science, Engineering Dean's List

September 2021 - May 2025

EXPERIENCE

SEEDS - Dandilyonn

Intern

Summer 2022

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.

Research Assistant

Cornell CIS Department

August 2023 - Present

Cornell University

- Assisted François Guimbretière's research lab which focuses on human-computer interaction and designing robots for remote collaboration.

CS 3110 Course Staff

Consultant

August 2023 - Present

Cornell University

- Consultant for CS 3110 - Data Structures and Functional Programming at Cornell University's Computer Science department.
- Hosted weekly consultant 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.

BigRed//Hacks - Co-Lead

Logistics Team

March 2022 - Present

Cornell University

- Lead a team of 5 as well as 3 other subteams to organize and plan the logistics of the largest student-run hackathon in Cornell University with 500+ participants.
- Set up Discord server and bots in order to make sure the participants are able to communicate virtually as well as in person.
- Planned the logistics of the 3-day event. Worked 18+ hours over the weekend to run the event.

PROJECTS

Caml's Game

Cornell University

February 2023 - May 2023

<https://github.com/rpignatiello/Caml's-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

SEEDS, Remote

July 2022 - August 2022

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




Cornell AppDev Backend Course, Cornell University

December 2021

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

Language: English, Japanese

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