





Yuki Suwabe

 github.com/yukisuwabe |  [linkedin.com/in/yuki-suwabe](https://www.linkedin.com/in/yuki-suwabe) |  ys462@cornell.edu |  +1-917-971-4928

EDUCATION

Cornell University

Sep 2021 - May 2025

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

EXPERIENCE

SEEDS - Dandilyonn

Summer 2022

Intern

Virtual

- Participated in a 10-week 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 - Logistics Team

March 2022 - Present

Co-Lead

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 500+ 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.

CS 3110 Course Staff

August 2023 - Present

Consultant

Cornell University

- Consultant for CS 3110 - Data Structures and Functional Programming.
- Hosted consultant hours every week to assist students with assignments, technical issues, and other course materials. Graded course assignments and exams weekly and regularly attended staff meetings.

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 and allows users to choose 3 ingredients—that they may conveniently have at hand—to base their meal around and then generates links to recipes on the web that incorporate their selections. Given custom recipes within seconds, a college student will have no trouble figuring out well-balanced meals to cook on the daily.
- 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.

ClubTeamCourse



May 2021

App Development Course, Bronx High School of Science

github.com/yukisuwabe/ClubTeamCourse

- A solo project that utilized .NET Core to create a web application that organized clubs, teams, and courses offered in my high school.
- Used SQLite in order to organize 300+ courses/organization offered in the school.

Other Projects

- **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

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