YESUI ULZIIBAYAR

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SUMMARY

As a Software Developer, I take pride in creating impactful solutions and optimizing digital platforms. My expertise spans a range of web technologies and programming languages, driving advancements in user experience, system efficiency, and robust application development. I am adept at working in dynamic environments and leveraging my technical acumen to build scalable, high quality software that meets the evolving needs of users across various industries.

EDUCATION

University of Wisconsin-Madison - *B.S. in Computer Science, B.S. in Data Science, Certificate in Digital Studies*
- 3-time Dean's List, 3.73 GPA

Relevant Coursework: Programming Languages & Compilers, Operating Systems, Algorithms, AI, Deep Learning for Comp Vision, Building UIs, Machine Organization and Programming, Computer Graphics, DS Modeling II, Data Ethics & Policy

SKILLS

Languages: Python, Java, C, JavaScript, HTML, CSS, TypeScript, R, SQL
Technologies: Git(GitHub, GitLab), JSON, ASP .NET Web APIs, REST API, Postman, Figma, Docker, Linux, GCP, Unity, Bash, RStudio, JUnit, Unity, Jupyter
Frameworks: React.js, React native, Node.js, Three.js, Flask, WordPress, Yoast SEO, CMS, Asana, p5.js, Adobe Photoshop, MS Office

WORK EXPERIENCE

Wisconsin Historical Society   **Feb 2023- Apr 2024**

Web Editor   *Madison, WI*
- Enhanced user-centric design and content updates for 14+ websites using HTML, CSS, and JS collaborating with cross-functional teams.
- Pioneered the optimization of web performance by implementing API-driven analytics to boost user engagement and load times by 15%.

US Cellular   **Jun 2023- Aug 2023**

Network Core Integration Engineering Intern   *Schaumburg, IL*
- Employed rigorous testing protocols to improve IMS core architecture, expanding network coverage and reliability for millions of users.
- Deployed updates to emergency communication systems, strengthening public safety and customer satisfaction in key regions.

LEADERSHIP & INVOLVEMENT

WISCERS Research Program   **January 2023- May 2023**
- Developed VR software for firefighter navigation and communication as part of the EasyVizAR research project.
- Integrated YOLO v3 real-time image segmentation with Unity VR headsets to overcome key technical challenges.

CheeseHacks UW   **November 12, 2022**
- Led a team to develop a responsive web application using ReactJS, coordinating efforts between designers and developers to deliver a functional prototype. Successfully met user needs by creating a seamless and accessible interface.
- Delivered a successful project presentation, receiving positive feedback from judges.

PROJECTS

FUSE File System
- Spearheaded the design and implementation of a single-threaded log-structured file system using FUSE, enabling custom fs creation.

Java Compiler for Language Created Through Context-Free Grammar
- Implemented a JLex and Java CUP-based compiler to scan, parse, and analyze code, generating the executable output.

FCOS Object Detection Model With Non-Max Suppression Analyzed through Mean Average Precision
- Engineered a high-precision FCOS model using PyTorch to classify images and predict bounding boxes using the PASCAL VOC dataset.