

Junhong (Allen) Yu

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EDUCATION

Georgia Institute of Technology | Master of Science in Computer Science

Expected: May 2025

- GPA: 3.5/4.0, specialization in Computing Systems
- Relevant coursework: Operating Systems, Human-Computer Interaction

University of Washington | Bachelor of Arts in Geography

Sept. 2019 – June 2023

- GPA: 3.8/4.0, concentration in Data Science
- Relevant coursework: Data Structures and Algorithms, Advanced Algorithms, Object-oriented Programming, Database Systems, Web Development, Data Programming, Machine Learning, Artificial Intelligence

TECHNICAL SKILLS

- **Languages:** (Proficient): Python, JavaScript, HTML, CSS, SQL; (Familiar): Java, Dart, R, C, C++
- **Frameworks & Libraries:** React.js, Node.js, Express.js, Bootstrap, Flutter
- **Databases:** PostgreSQL, Firebase
- **Tools:** Git, AWS(Amplify, Lambda, RDS), Postman, Google Cloud Platform(OAuth)

PROJECT & LEADERSHIP EXPERIENCE

Detective Tunes | React.js, Node.js, Express.js, AWS, PostgreSQL

- Developed a full-stack music recognition web app (PERN stack).
- Leveraged Google OAuth for secure user logins and integrated Shazam and Deezer APIs for accurate music details.
- Created REST APIs with Node.js and Express.js to manage user, song, and detection data in a relational database.
- Used AWS Amplify to host the React front-end, Lambda for the REST APIs, and RDS to manage the PostgreSQL database.

InterNet | React.js, Firebase

- Led a team of 3 to develop a React app for internship searching and matching; deployed with Firebase.
- Integrated a matching algorithm onto the platform, resulting in tailored recommendations.
- Conducted regular check-ins for project progress, addressing concerns, and offering individualized team support.

Movie Recommendation System | R, HTML, CSS

- Achieved first place among 45 teams in a showcase event by collaborating with 4 teammates to create a movie recommendation system through analysis of IMDb datasets with over 1,000 movies using R.
- Designed and built an interactive front-end using HTML/CSS, deployed with Shiny.
- Effectively communicated project updates, goals, and expectations to team members and teaching assistants.

Twitch Channel Analysis Tool | Python

- Coordinated a 2-person team to engineer a Twitch channel statistic analysis tool using Python.
- Web scraped and analyzed channel statistics from SullyGnome.com, using BeautifulSoup and Pandas library.
- Created infographics using Matplotlib and Seaborn libraries to address the research questions of interest.
- Effectively delegated tasks based on team members' strengths, optimizing individual contributions to the project.

Unbeatable Tic-Tac-Toe | Flutter, Dart

- Created a cross-platform mobile game using the Flutter framework.
- Implemented an AI class with Dart, integrating the Minimax algorithm for strategic decision-making.
- Achieved 95% fewer AI evaluations by applying the Alpha-Beta Pruning algorithm, thus improving gameplay.