JIANCHANG "KENNY" YU

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EDUCATION

UC San Diego, La Jolla, CA   Expected Graduation: June 2022
B.S. Computer Engineering   Cumulative GPA: **3.96**
Relevant Courses: Data Structures & Object Oriented Design, Software Tools & Techniques, Computer Organization & Systems Programming, Discrete Mathematics, Analog Design, Mathematics for Algorithm and Systems
Extra-curriculars: IEEE San Diego (Project Space Committee), Ocean Lover's Club, HKN Inductee

EXPERIENCE

Fantasy Sports Co.   San Diego, CA (remote)
Software Engineering Intern   June 2020 – Present
- Develop practical iOS and Android apps under the guidance and supervision of a senior engineer in the company to learn real world development processes and customer driven development
- Developed personal skills in learning Swift, Android Development, Cross Platform development in Unity, and Machine Learning (Tensorflow, CoreML, Turicreate, and Fritz)

IpserLab Startup 2   San Francisco, CA
IoT Intern   June 2019 – Present
- Working in a team of 5 to develop a water management system using pre-existing water sensors
- Maintaining weekly/biweekly task assignments such as writing Python scripts and product research
- Created prototype modules using Raspberry Pi and various sensors (gas, temperature, humidity)
- Wrote Python scripts for each module for administrator log-in to server and telemetry exchange

LEADERSHIP EXPERIENCE

CUMC Summer Camp   San Francisco, CA
Camp Counselor   June 2016 – Aug. 2018
- Worked in a group of 5 to plan activities and maintain a budget of $50 per attendee per week
- Lead 30 K-2 grade level children through planned activities at church daily and field trips around the city twice a week

PROJECTS

MoistureAlert   August 2019
- Created a program on a Raspberry Pi in Python that uses a connected capacitive moisture sensor to measure moisture levels in order to alert the user when a plant needs to be watered
- Program reports moisture data to an Azure IoT Hub when internet is connected, stores data into a file to be offloaded in the event of no internet connection, and displays current data on an LCD

NFL-GP (Hack SB 2020)   January 2020
- Wrote a simple web application that uses a simple Python backend to predict outcomes of certain NFL head to head matchups
- Created framework for the website using Flask and incorporated an existing template for the main look of our page, used Python as our backend score and outcome calculation

TECHNICAL SKILLS

Programming Languages: Java (3.5 years), C++ (1.5 years), C (1.5 years), Python (1.5 years), ARM Assembly (1 year), Bash Script (1 year), HTML (1 year), CSS (1 year), JavaScript (0.5 years), SQL (0.5 years), Swift
Software Tools/Frameworks: Git (2 years), Vim (2 years), Unix (2 years), Unit testing (1 year), Flask (1 year), Android Studio, Xcode, Fritz SDK