

Jonathan Yin

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Education

Henry M. Gunn High School

May 2020 | Palo Alto, CA

GPA: 3.98/4.38

Coursework

AP CSA with Data Structures

AP Calculus BC

AP Physics C: Electricity and Magnetism

Intro to Engineering Design

Technical Skills

Languages

1. Java - advanced
2. DrRacket/Scheme - advanced
3. Bash - intermediate
4. HTML5 - intermediate
5. Python - intermediate
6. JavaScript - intermediate
7. C# - proficient

Tools

Eclipse • Processing • IntelliJ IDEA

PyCharm CE • UNIX • Unity

Git • CSS • Node.js • MongoDB

Express • Bootstrap • Arduino

Autodesk Inventor • Google OCR

Extracurriculars

1. Track and field - 3 years, SCVAL Finals
2. Golden State Youth Symphony (formerly ECYS) - 4 years, served as concertmaster twice
3. ABRSM Violin Level 6

Leadership and Volunteer Experience

1. SPCS Web Technologies
2. Gunn Hacks/Paly Hacks
3. BlueStamp Engineering
4. USACO
5. United Computations Club
6. Zero Robotics
7. picoCTF

Experience

Gunn/Paly Hacks

Oct 2017 & April 2018

- Collaborated with partners to build two 3D video games using the Unity engine
- Practiced debugging methods within the Unity engine
- Improved teamwork and communication skills with partners

SPCS Web Technologies

July 2018

- Built a website from the ground-up, including back-end database systems and front-end design
- Learned JavaScript and HTML frameworks

BlueStamp Engineering

June 2017

- Explored innovative concepts and ideas behind game design
- Learned to use C# in order to write scripts for various game objects and functionality
- Worked with electronics to build an LED die: including circuitry, microcontrollers, and sensors

CS Capstone

August 2019 - Present

- Collaborating with Stanford medical researchers to develop an API for text detection and extraction, as well as data collection and visualization
- Implementing a web application for uploading, storing and retrieving data using MongoDB and Node.js
- Working with image and text recognition with Google Cloud Vision API