

# Joshua Yuan

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## EXPERIENCE

### Facebook, Facebook Stories: Web – Software Engineering Intern

Summer 2018

- Built features for Facebook Stories on web and mobile web using PHP (Hack/XHP) and Javascript (React) that were crucial to product launch
- Created GraphQL mutations and queries and their respective modules
- Carried out experiments and decisions that directly impact ad revenue
- Worked with Facebook.com's core designers to create new features

### Google, Google Pay Send: Android – Software Engineering Intern

Summer 2017

- Wrote software in Java to implement full stack architecture for Android
- Integrated Google Reminders with Google Pay Send
- Developed server-side code implementing RPCs and Pub/Sub patterns
- Followed Material Design specifications and built sleek user interfaces
- Used Robolectric, Mockito, and Espresso for Java unit-testing

### UC Berkeley EECS Department, CS61A & EE106A — Course Staff

Fall 2017 & Fall 2018

- CS61A Tutor: Mentored students at office hours and in sections. Taught fundamental programming skills in Python and graded material
- EE106A Reader: Graded assignments covering kinematics, dynamics, robot manipulators, robotic vision, sensing, etc

## PERSONAL PROJECTS

### Mr. Marshmello — EE106A (Robotics) Final Project

- Wrote Python ROS node to track and return 3D position of user's face in order to feed the user marshmallows
- Built the client-side of the web interface to control the Sawyer robot

### Carousel — PennApps XV

- Developed software for a special vending machine device which organizes electronic component bags
- Wrote code for Node.js webserver to run MongoDB on
- Built function to retrieve detailed part information from a barcode

### Autonomous Suitcase — PennApps XIV

- Led software development in Python to interface robot with ROS by integrating packages for Kinect and tracking algorithms
- Managed electronics and power distribution system

### 3D Scanner — PennApps XIII

- Wrote Python code for motor encoders with ROS
- This was a **top 10** hack and won the **best use of rapid prototyping** award

### 163 Mobile Card Game — Android application

- Created an original math based single player card game
- Implemented linked lists for card queuing feature with a binary tree implementation with custom Card Node classes to store card data

## EDUCATION

### UC Berkeley Computer Science, B.A.

Class of 2019

## SKILLS

Confident with Java, Python, PHP (Hack, XHP), Javascript (React), Android development and testing, Git/Mercurial, Guice & Dagger, Linux/Unix, HTML/ CSS, Jekyll, CAD software, prototyping and fabrication, Adobe Creative Suite, Bash + Tmux

Familiar with ROS, C, C++, Node.js, Protobufs, GraphQL

## EXTRACURRICULAR ACTIVITIES/AWARDS

UC Berkeley Men's Ultimate  
Team Brand Manager

Top 10 Hack at PennApps XIII

Best Use of Rapid Prototyping  
at PennApps XIII

#4 out of 400 for CS61C  
Optimization Project

ARRL HAM Radio License  
Technician Class (KK6BLD)

UC Berkeley, IEEE Web  
Committee Officer

Eagle Scout of BSA Troop 453

Triple Crown of National High  
Adventure