

Yujin Zhang

EXPERIENCE

Software Engineer – Yelp, San Francisco, CA Feb. 2019 – Now

- Modernized business data indexing by moving computation logic from query time to indexing time using Apache Flink, Beam, and Kafka. Improved maintainability and scalability of the system.
- Created a location auto-complete endpoint using Yelp’s in-house geolocation data. Enabled front-end teams to display location polygons to business owners for entering, previewing, and storing their service area.
- Designed and implemented a batch framework for Java services with out-of-box logging and alerting. Improved Java batch success rate in my team by 35%. Mentored multiple teams to adapt the framework.
- Collaborated on a proof of concept to migrate search auto-completion service from in-memory Lucene index to ElasticSearch. Analyzed feature parity, latency, cost, and designed roadmap for future execution.

Software Engineer Internship – Yelp, San Francisco, CA May. 2018 – Aug. 2018

- Enabled automated testing on dark-launched ElasticSearch cluster using production queries. Designed algorithms to compute and show mismatches in logged responses in different verbose levels.
- Ensured search result quality by preventing errors and degraded rankings from going into production due to misconfiguration and ElasticSearch version upgrade.

Research Assistant – University of Michigan, Ann Arbor, MI May. 2016 – Apr. 2017

- Worked on a crowd-powered UI prototyping web application. Publication accepted by ACM UIST.
- Collaborated on the animation recording feature for demonstrating interactive UI behavior.
- Developed chat box and a system to aggregate crowd workers’ reactions, increasing experiment completion rate by 200%.

EDUCATION

University of Illinois, Urbana-Champaign Sept. 2017 – Dec. 2018

Master of Computer Science, GPA: 3.8/4.0

Coursework highlights: Distributed Systems, Reliability of Cloud-Scale Systems, Communication Networks, Automated and Regression Testing, Applied Parallel Programming, Computer Vision.

University of Michigan, Ann Arbor Sept. 2015 – Apr. 2017

Bachelor of Science in Engineering in Computer Science, GPA: 3.6/4.0

Coursework highlights: Operating Systems, Web Programming and Information Systems, Database Systems, Computer Game Design.

Shanghai Jiao Tong University, China Sept. 2013 – Aug 2017

Bachelor of Science in Engineering, Electrical and Computer Engineering.

SKILLS

- Programming languages: Python, Java, SQL, C++, JavaScript.
- Development Tools: Linux, Git, Jenkins, Maven, React, ElasticSearch, Unity3D.

PROJECTS

Game - Tower of Babylon (<https://github.com/yujinz/TowerOfBabylon>)

- Created a 3D platform action game where attack and movement of the hero are solely controlled by joysticks.

STARTS (STATIC Regression Test Selection) Maven Plugin (<https://github.com/yujinz/starts>)

- Contributed to an open-sourced Maven test plugin. Reduced time for class dependency analysis phase by 70%.