Yun Han

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SUMMARY

Software Engineering student at RIT with experience in front-end and full-stack development. Proficient in Javascript, Typescript, React, Vue.js, Python, Java, and SQL. Seeking a Summer and/or Fall co-op or internship with a focus on web development, or related areas of software engineering.

EDUCATION

B.S. Software Engineering | Rochester Institute of Technology   expected May 2028
- Cumulative GPA: 3.940
- Awarded Dean's List: Fall 2023, Spring 2024, Fall 2024, Spring 2025, Fall 2025

Relevant Coursework | Personal SE, Engineering of Web Based SW Systems, Engineering of Software Subsystems, SW Process & Project Management, SW Design for Computing Systems, HC Reqts & Design, Engineering of Enterprise Systems, Software Testing, Engineering of Concurrent Systems

TECHNICAL SKILLS

Languages: Python, Java, Javascript, Typescript, C, C++, C#, SQL, HTML, CSS
Frameworks & Libraries: Flask, Spring Boot, NodeJS, Express, React, Angular, Vue, Tailwind CSS
Tools & Technologies: Git, Github, Linux, REST APIs, PostgreSQL, MongoDB, STM32CubeIDE, Agile/Scrum, Jest, JUnit, Selenium, Github Co-pilot, Claude Code, CI-CD pipelines, VMware/VirtualBox
Spoken Languages: English (native/fluent), Mandarin Chinese (fluent), Hainanese Chinese (conversational)

EXPERIENCE AND PROJECTS

Food Service Company Simulation:
- Built a full stack application to manage a department within a simulated food company using MongoDB, Express, React, and Node.js.
- Resolved database parity issues during integration by implementing the adapter design pattern, creating a translation layer to normalize inconsistent schemas and typing across five independently built databases.
- Deployed the integrated system using Apache and wrote automated tests with Jest and Selenium.

Landing Page for Jing's Immigration Firm:
- Developed a responsive, multi-language landing page using Vue.js, Vue i18n, Javascript, and Tailwind CSS to support the firm's outreach and accessibility.
- Collaborated directly with the client to gather requirements and iterate on design.

Pete's Pike Clone (Team of 3):
- Successfully recreated a faithful rendition of the board game Pete's Pike using Java and JavaFX.
- Leveraged Git for version control, utilized branching and frequent commits to reduce merge conflicts in a collaborative setting.
- Applied the Model-View-Controller (MVC) design pattern to separate the application's logic into three distinct components to maintain clean code and readability.

WORK HISTORY

Office Assistant | Jing's Immigration Firm   May 2024 - August 2025
- Processed documents with sensitive information in an efficient manner.

Team Member | Loaded Latke   Jan 2024 - Dec 2024
- Efficiently executed food preparation during opening and closing shifts and supported daily service operations.

Crew Member | McDonalds   May 2023 - August 2023
- Processed customer orders and payments efficiently during high-traffic periods while collaborating with team members.