



# Jonathan Yu

Software Engineer @ Microsoft

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## EXPERIENCE

**Microsoft - Software Engineer** Jun 2022 - Present

Currently on the Substrate Search Service team to improve the enterprise search system in M365 cloud.

**T-Mobile - Software Engineer** Jun 2019 - Mar 2022

Develop full stack internal tool for managing core API services, data, and users on eSIM platform. Build internal data pipelines to automate and optimize processes for Big Data analytics. Develop testing platform to measure network speeds and various internal applications for visualizing user engagement stats and insights.

## PROJECTS

### Dev Space

Personal NextJS website developed using React and Chakra UI. Custom voxel model designed using MagicaVoxel and Blender, integrated using ThreeJS.

### Admin UI

Core service tool developed using Angular / Spring Boot stack for managing eSIM line provisioning rules, API datasources, and internal users.

### Cloud Gaming Dashboard

An internal web application serving as a data visualization platform for displaying key insights and analytics on T-Mobile users of cloud gaming services.

### LOL:TANA

iOS mobile app that predicts the win percentage during a League of Legends game based on various in-game factors using a Logistic Regression model.

## EDUCATION

**University of Washington**

2014 - 2019

Computer Science B.S. GPA: 3.5

## EXTRACURRICULAR

**Korean Student Association**

2014 - 2019











Lead a student organization in organizing fun and inclusive events to help spread Korean culture in the UW community as President and other roles.

**DubHacks**

2017-2019

Participate and collaborate with other students in UW's annual hackathon.

## TOOLS & FRAMEWORKS

	Angular		React
	HTML		CSS
	Python		Java
	Adobe XD		SQL
	Bash		Swift