Minami Yamaura

Email | LinkedIn | GitHub | Portfolio | 310-483-5556

EDUCATION

University of California, Berkeley **Berkeley, CA**

B.A. - Computer Science | GPA: 3.4 *Expected Graduation: December 2022*

Relevant Coursework: Machine Learning, Artificial Intelligence, Data Structures, Algorithms, Probability Theory, Web Design, Computer Security, Computer Architecture, Linear Algebra

WORK EXPERIENCE

NerdWallet San Francisco, CA

Software Engineering Intern *June 2022 - September 2022*

- Integrated a new personal loan (PL) provider into the user pre-qualification (PQ) flow as the lead engineer with Python, Celery, and Postman to interact with provider API.
- Implemented logging and alerting throughout the PQ flow by utilizing ELK to capture user events and maintain high performance in production, and applied Datadog metrics for monitoring.
- Fully executed the PL integration to achieve an estimated monthly revenue increase of $450,000 to NerdWallet's personal loan product vertical and an offer rate increase by 80% of NerdWallet users that identify as poor (14M).

Virufy Stanford, CA

Software Engineering Intern *June 2021 - August 2021*

- Developed the MLOps pipeline to standardize, process and store cough data for COVID detection models.
- Designed Python scripts to automate the extraction and analysis of cough samples from data on Amazon S3.
- Visualized data distribution demographics and model prediction results for covid cough data with Streamlit.

Rayann Capital Tokyo, Japan

Software Engineering Intern *January 2021 – May 2021*

- Administered the launch of a meal subscription service by leading technical meetings and delegating tickets.
- Developed a UberEats web scraper that analyzes and records data of competing meal delivery services.

PROJECTS

Hanafuda | *React, JavaScript, HTML/CSS*

- Recreated a two-player Japanese card game that is won by collecting points from specific card combinations.
- Implemented logic for checking whether a match has been made at the correct time points in the game.

Nuggets! An Avatar Game | *Java*

- Co-designed and created a 2D exploration game with a controllable avatar in a pseudo-randomly generated world.
- Increased game complexity by adding avatar customization, various mini games like riddles and typing games with randomly generated words, displaying tile information on cursor hover, and save/load capabilities.

Numpy in C | *C*

- Developed various vector and matrix operations from NumPy in C including indexing, slicing, and arithmetic.
- Optimized exponentiation by using loop unrolling and thread-level parallelism to achieve 712x speedup.

TECHNICAL SKILLS

Languages: Python, Java, C, SQL, HTML/CSS, JavaScript

Technologies: Git, Bash, GDB, NumPy, Matplotlib, Pandas

EXTRACURRICULARS

Cal Japan Club

President, Social Chair *August 2020 – present*

- Manage the officer team that coordinates social and career events with up to 200+ attendees for UC Berkeley and Bay Area students who have an interest in Japanese culture or career opportunities.