# Elliott Yoon

elliottyoon.github.io  $\diamond$  elliottyoon@u.northwestern.edu

### Education

## Northwestern University

B.A. Mathematics (3.80 GPA)

Evanston, IL (September 2021 - June 2025)

Washington, DC (June 2024 - August 2024)

- · Teaching assistant for CS339: Database Systems (Sp24, Fa24, Wi25); Math220: Calculus (Fa22/23, Wi23/24)
- · Relevant coursework:<sup>†</sup> Advanced Algorithms, Compilers, Database Systems, Game Theory in Networked Systems, Graph Theory, Memory-safe C to Rust Transpilers, Operating Systems, Web Development

#### Employment

## Software Engineer Intern – Java

Palantir Technologies

- $\cdot$  Designed and implemented a low-latency algorithm to persist state updates in real-time distributed data systems, increasing the frequency of lossless data synchronization jobs in peered network meshes by 7200%.
- Built a parser to generate React component dependency graphs from Typescript monolith repositories; used to visualize and analyze graph properties of repository file structures for ease of navigation and refactoring.

#### Projects

RustyDB - Rust

(August 2024 - Present)

- · Designed and built a relational database management system for pedagogical use in CS339 (Database Systems).
- · Created internal SQL engine, planner, and optimizer for query execution with transactional concurrency control; built heap file storage engine to cache data persisted on disk to memory with a buffer pool manager.
- · Stubbed out API implementations in select modules for students to complete; wrote project instruction docs.

## Compiler — C++

· Generates x86 Intel Assembly from a C-based language. Used tiling methods for efficient instruction selection. Implemented liveness testing, graph coloring, and spilling algorithms for register allocation.

**2048** Racer — Go, React, Docker, Websockets

(June 2022 - August 2022)

(January 2023 - March 2023)

• Web application for players to race each other in real-time to beat the game 2048. Developed minimax back-tracking algorithm with alpha-beta pruning against which users can compete. (It's successfully beat the game!)

LanguagesC/C++, Java, IATEX, Python, Rust, SQL, TypescriptAccoladesAward for Excellence in Mathematics by a First Year Student2024 ICPC Mid-Central Regional (3rd place); Qualified for 2024 ICPC NAC