

Yubin Zhen

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EDUCATION

University of California, Riverside

Riverside, CA

Bachelor of Science in Computer Science | **GPA: 3.81**

Sep. 2023 – June 2027

- **Relevant Coursework:** Machine Learning & Assembly Language, Automata & Formal Languages, Computer Systems Architecture, Data Structures and Algorithms.

EXPERIENCE

Geospatial Accessibility Lab (UCR)

Riverside, CA

Undergraduate Research Assistant

Jan. 2026 – Present

- Performing data validation for a large-scale Geospatial AI dataset, manually verifying and correcting 8,000+ LLM-generated questions and answers to improve model accuracy.
- Collaborating to refine training data for Vision-Language Models, focusing on AI interpretation of map-based navigation and spatial reasoning.
- Ensuring high-quality ground truth data for the **MapBench** project, a benchmark used to evaluate AI's ability to follow human-readable directions.

UCR Association of Computing Machinery

Riverside, CA

Project Lead Developer

Jan. 2026 – Present

- Led teams of 10+ developers as Scrum Master, facilitating AGILE ceremonies and code reviews to streamline the development lifecycle and ensure 100% on-time delivery of platform features.
- Conduct technical code reviews and provide mentorship on Next.js and TailwindCSS best practices.
- Directed the end-to-end design and development lifecycle, collaborating with on-campus organizations to define UI/UX requirements in Figma and oversee implementation.

Web Developer

Jan. 2025 – Dec. 2025

- Developed high-performance frontend components using Next.js and TailwindCSS for campus organizations.
- Projects: [AI/ML CSE Resources](#), [Pre-Therapy Student Org](#), [Thai Student Union](#), [Mock Trial](#).

Citrus/Cutie Hack

Riverside, CA

Software Engineering Lead

Jan. 2026 – Present

- Directing the technical development of the hackathon portal, leading a team of 10+ software engineers.
- Assigning development tasks and conducting comprehensive code reviews to ensure platform stability.

Software Engineer

Oct. 2025 – Dec. 2025

- Architected web portals and dashboards, focusing on seamless user registration and event management.
- Translated Figma wireframes into functional interfaces, ensuring 100% alignment with branding.

PROJECTS

CookCraft | [TypeScript](#), [Next.js](#), [Supabase](#), [Jest](#) | [Live](#) | [GitHub](#)

Oct. 2025 – Dec. 2025

- Architected a full-stack AI recipe generator using TypeScript and Next.js, integrating REST APIs with a Supabase (SQL) backend for secure user data management.
- Designed high-fidelity Figma layouts and ensured code reliability through Jest testing and ESLint.

Personal Portfolio | [React](#), [Next.js](#), [TailwindCSS](#), [Motion](#), [Figma](#) | [Live](#) | [GitHub](#)

Sep. 2025

- Designed high-fidelity wireframes and responsive layouts in Figma, translating designs into a production-ready portfolio using TypeScript and Next.js.
- Enhanced user retention and engagement by implementing complex UI transitions and interactive elements using the Motion/React animation library.
- Streamlined deployment via GitHub Pages and optimized workflows using Git version control.

TECHNICAL SKILLS

Languages: C++, TypeScript, JavaScript, HTML/CSS, LaTeX

Frameworks & Libraries: React, Next.js, TailwindCSS, Jest, GTest, Motion

Developer Tools: Git, GitHub, Supabase, Figma, VS Code

Methodologies: Agile/SCRUM, Kanban, Unit Testing