

Albert Yorn

U.S. Citizen | albertyorn.me | albertyorn21@gmail.com | linkedin.com/in/albert-yorn | github.com/albrtyrn

Education

University of Virginia – B.S. in Computer Science

Expected May 2029

Honors: A. James Clark Scholar, LinkedIn Possibilities in Tech Scholar

GPA: 3.67

Experience

Undergraduate Research Assistant, University of Virginia – Charlottesville, VA

Dec 2025 – Present

- Conducted MathWorks-funded research with Dr. Heze Chen to integrate domain-specific LLM (MATLAB Copilot) tools for APMA 2501 to improve AI fluency in MATLAB development processes among students
- Created live MATLAB scripts teaching use of MATLAB Copilot tools, receiving positive feedback from students.

Production Technician, Connected Solutions Group LLC. – Richmond, VA

May 2025 – June 2025

- Collaborated with an 8-person production team at a telecommunications provider to fulfill orders for partners
- Executed quality assurance testing and firmware flashing for 500+ mobile and network devices weekly

Projects

BurnoutBuddy | React, TypeScript, FastAPI, PostgreSQL, LangChain

Mar 2026 – Present

- Co-architected a data pipeline with 3 developers for an AI-driven student productivity application, utilizing FastAPI to extract and normalize raw Google Calendar API events into structured payloads
- Engineered a context-aware task generation engine utilizing LangChain and Google Gemini to dynamically analyze student schedules and output automated priority recommendations
- Built a concurrent-safe PostgreSQL backend via Supabase, enabling real-time live calendar synchronization across multiple clients while guaranteeing data integrity

NeuroFIRST Triage Tool | React, TypeScript, FastAPI, scikit-learn

Jan 2026 – Present

- Developed the frontend interface for a web-based clinical decision support system evaluating neurological patient urgency, utilizing React, TypeScript, and Vite to engineer dynamic symptom assessment workflows
- Built a secure FastAPI backend to orchestrate rule-based computations, conducting runtime benchmarking that averaged 75 microseconds for the urgency score endpoint
- Engineered a scikit-learn polynomial regression modifier that adjusts the base urgency score based on symptom onset type and severity

Cultural Restaurant Game | Python, Pygame

Nov 2025 – Present

- Co-developed 'Pho So 2', a Vietnamese restaurant simulation game that secured a 2nd place overall hackathon finish, applying object-oriented programming to structure game entities
- Engineered collision detection algorithms and state management logic to precisely control player interactions and multi-stage cooking workflows
- Developed queue management algorithms to control unique customer spawn rates and positioning, ensuring non-overlapping entity placement and accelerated development by leveraging Claude Code

Skills

Languages: Python, Java, TypeScript, CSS, MATLAB

Frameworks: React, TailwindCSS, FastAPI, LangChain

Tools: VS Code, Git, GitHub, Linux, PyCharm, IntelliJ