

YIDI ZHAO

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EDUCATION

University of Maryland
B.S. in Computer Science

- Minors in Physics & Robotics -

College Park, MD
Expected May 2028

Relevant Coursework

- Data Structures, Algorithms, Computer Systems, OOP II, Organization of Programming Languages, Web Development, Discrete Structures, Linear Algebra, Multivariable Calc., Statistics, Physics, Differential Eq.

SKILLS

- Languages: Java, Python, C/C++, HTML/CSS, JS/TS, Go, C#, Rust, PHP, OCaml, Luau, SQL, PowerShell
- Web & Data: React, Next.js, Node.js, pandas, Beautiful Soup, MongoDB, SQLite
- Platforms: Linux/Unix, WSL2, Docker, SMB, Cloudflare, AWS, Azure, Unity, Unreal Engine
- Dev Tools: Git, GitHub, GitHub Actions, CI/CD, Playwright, pytest, Vitest, MS Office, VS Code
- Robotics: ROS 2, Gazebo, Arduino/Microcontrollers, Sensors, Soldering, 3D Printing, Breadboarding
- AI & APIs: OpenRouter, Anthropic API, OpenAI API, REST APIs, Prompting, AI Workflows, LLM Evals

EXPERIENCE

Freelance Software Developer

— Luau, Roblox Platform —

2019 – Present

- Delivered 12+ Roblox games and developer tools for independent developers, including a game with 9,000+ visits.
- Implemented client-server communication and state replication to support real-time multiplayer gameplay.
- Applied procedural generation and physics-based simulation to create gameplay systems and interactive mechanics.

Moge Tee

— Barista —

Jun 2026 – Aug 2026

- Coordinated drink preparation and in-person, phone, and online orders with coworkers during peak service.

PROJECTS

AutoApply

— Python, Playwright, SQLite, discord.py, pytest —

Sep 2026 – Present

- Built an internship assistant that discovers listings, fills browser forms, and checks readiness for submission.
- Added a SQLite-backed queue with listing deduplication, crash recovery, and persistent application tracking.
- Integrated a Discord bot to collect missing answers, resume paused applications, and reuse verified responses.

Attune

— TypeScript, Next.js, React, Git, Vitest, Playwright —

Aug 2026 – Present

- Developed a local-first planner with tasks, notes, and branching Claude chats stored as Markdown in Git.
- Centralized writes in a transactional log with byte-exact undo/redo, automatic Git commits, and secret scanning.
- Validated policy guards through mutation testing; the suite includes 744 unit tests and 76 browser checks.

Claudit

— TypeScript, Chrome MV3, esbuild, IndexedDB —

Jul 2026 – Present

- Created a Chrome extension that reconstructs Claude chats as prompt-response trees from intercepted network data.
- Implemented request rewriting to modify outgoing message payloads and fork conversations from earlier prompts.
- Embedded note content in conversation prompts to avoid maintaining a separate local store for those notes.

UMD Course Tracker

— Python, Beautiful Soup, Requests, PyInstaller —

May 2026 – Jun 2026

- Built a Windows system-tray application that periodically polls UMD Testudo to monitor course-seat availability.
- Enabled persistent local state, system-theme integration, and configurable launch-at-startup behavior.
- Distributed a standalone executable with PyInstaller, requiring no separate Python installation.

AI Dashcam Monitor

— React, TypeScript, OpenRouter, Gemini APIs —

Jan 2026

- Led a team at a 24-hour hackathon to deliver a React/TypeScript app for analyzing incidents in dashcam footage.
- Developed a video analysis pipeline using Monte Carlo estimation to identify potential collision timestamps.
- Connected multiple vision-language models through OpenRouter to support configurable provider selection.

Gravitate Game

— Unity Engine, C#, Microsoft Azure —

Oct 2022 – Dec 2025

- Published a Unity platformer with gravity-redirection mechanics, reaching 600+ sessions and 20+ users.
- Integrated Azure-backed authentication and persistent data for cross-device progress sync and global leaderboards.