

Elisabeth Yap

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Education

Rowan University

Bachelors of Electrical and Computer Engineering

Glassboro, NJ

September 2023- May 2027

Experience

Founder

Kain

Aug 2024 – Present

- Built an **AI-powered** cooking assistant app with an easy-to-use interface for step-by-step recipes.
- Integrated the **Gemini API** for produce recognition to generate recipe suggestions.
- Led product direction, **UI/UX**, and user testing to refine onboarding and instruction flow.
- Managed data and app logic (**SwiftUI; Firebase/Combine**) to support preferences and history.

Distribution Intern

June 2024 – Aug 2024

Atlantic City Electric

Glassboro, NJ

- Assisted with load studies and feeder capacity reviews to support growth and reliability projects
- Supported switching plans and outage coordination to minimize customer impact during maintenance
- Helped evaluate equipment health (transformers, reclosers, poles) and prioritize corrective work
- Prepared documentation and redlines for as-built updates and internal review packages
- Reviewed designs against applicable codes/standards and company engineering guidelines
- Tracked project progress and risks, communicating status and next steps to the team

Hackathon Organizer (Profhacks)

Nov 2024 – Present

Rowan University

Glassboro, NJ

- Co-led planning and day-of operations for a 24-hour collegiate hackathon, ensuring a smooth end-to-end attendee experience
- Built run-of-show, check-in/judging flows, and help desk; coordinated facilities, AV, catering, and swag vendors
- Recruited sponsors, mentors, and judges; managed deliverables, prize packs, and invoicing
- Drove marketing and PR campaigns across Instagram/LinkedIn/email; designed event graphics and copy
- Set up Slack/Discord, registration, team formation, and Devpost submission workflows with clear policies
- Captured feedback via surveys and post-mortem; documented SOPs and redlines for future events

Projects

Kain | *Flutter, Dart, Firebase (Auth/Firestore/Storage), iOS & Android.*

Aug 2024 – Present

- Built a cross-platform cooking assistant that turns photos of ingredients into step-by-step recipes.
- Implemented state management (Provider/Bloc) and a modular architecture for scalable features and fast UI.
- Integrated Firebase for auth, real-time data, and media storage; added analytics and error reporting for QA.
- Managed TestFlight/Play Console builds, app signing, and store-ready deployment processes.

ScoreMyDorm | *Web Development, Product Management, User Research*

Jun 2024 – Dec 2024

- Created a platform for students to rate, review, and compare dorms across campuses to improve housing transparency.
- Designed data models, review workflows, and moderation to ensure quality, trustworthy content.
- Led user research and interviews; translated insights into search/filter UX and comparison features.

Checkmate Brawl | *Game Development, Systems Design, Prototyping*

Mar 2024 – Jun 2024

- Built a hybrid game fusing chess strategy with boxing rounds, balancing brains and brawn in a single ruleset.
- Prototyped turn/round logic, stamina/health systems, and win conditions; iterated via structured playtests.
- Focused on moment-to-moment clarity and game feel to keep matches tense and readable.

Technical Skills

Programming Languages: Python, C++, Java, HTML, CSS, JavaScript, TypeScript, Flutter

Libraries/Frameworks: React, Next, Tailwind, Prisma, NextAuth, PyTorch, Gemini, ADK, Tkinter, Pygame

Tools/Platforms: Windows, Linux, MacOS, Docker, Vercel, Node, GitHub, Arduino