

Elisabeth Yap

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Education

Rowan University

Glassboro, NJ

GPA: 3.85

Bachelors of Electrical and Computer Engineering, Minor in Computer Science

September 2023- May 2027

Experience

Brewista

March 2025 – July 2025

7Brew

Turnersville, NJ

- Worked efficiently as part of a high-energy team to meet daily sales goals and drive-thru times
- Provided friendly, personalized customer service to create a welcoming atmosphere and build customer loyalty
- Crafted a variety of specialty coffee and energy drinks while maintaining speed and accuracy in a fast-paced environment

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, IEEE

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

Assistant Researcher – Artificial Intelligence (AI)

Jan 2024 – Jan 2025

Rowan University, College of Engineering

Glassboro, NJ

- Developed and trained a neural network for object detection, optimizing recognition accuracy of airborne targets
- Researched edge AI and embedded machine learning methods for real-time classification on resource-constrained hardware
- Implemented data preprocessing, labeling, and annotation pipelines for supervised training datasets
- Applied programming skills in Python and C++ to prototype, test, and refine detection algorithms
- Collaborated with faculty and peers to document findings and support publication-oriented research efforts

Teaching Assistant – Physics

January 2024 – May 2024

Rowan University, College of Science & Mathematics

Glassboro, NJ

- Supported professor during lectures by assisting with demonstrations and clarifying key concepts
- Helped manage classroom flow by addressing student questions in real time
- Reinforced understanding of physics topics including mechanics

Administrative Assistant

Sept 2023 – May 2024

Rowan University

Glassboro, NJ

- Sort mail/packages and distribute to the appropriate employees and send outgoing mail
- Maintain office supplies inventory and record low stock items for reorder
- Run errands and make deliveries around the campus
- Handled correspondence and inquiries, ensuring efficient day-to-day office operations

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Projects

Kain | *Flutter, Dart, Firebase (Auth/Firestore/Storage), iOS & Android.* Aug 2024 – Present

- Built a cross-platform AI-powered cooking assistant that turns photos of ingredients into step-by-step recipes with a clean, user-friendly interface
- Integrated Gemini API for produce recognition and Firebase (auth, real-time data, media storage, analytics, error reporting) to support personalization and reliability
- Designed and led product direction, UI/UX, and onboarding flow; conducted user testing to refine instructions and improve usability
- Implemented scalable architecture (SwiftUI; Provider/Bloc) with state management for fast, modular feature development
- Managed full deployment pipeline including TestFlight/Play Console builds, app signing, and store-ready publishing

Checkmate Brawl | *Game Development, Systems Design, Prototyping* July 2025 – Present

- 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.

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.

Virtual Limb | *VR Development, Research, Human-Computer Interaction* Jan 2025 – Present

- Developing a VR-based training system to help prosthetic users practice motor control before in-lab sessions.
- Prototyping Unity-based environments with physics-driven limb interactions to simulate real-world tasks.
- Conducting user research with faculty and students to refine usability and training effectiveness.

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