

YOHALI BOPEYA

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Education

University Of Illinois at Urbana-Champaign

Expected May 2028

B.S. in Computer Science

GPA: 3.7

- Relevant Coursework: Computer Architecture, Probability & Stats in CS, Data Structures, Software Design Lab

Work Experience

Synchrony Emerging Tech Center @ Research Park

Jan 2026 - Present

Project Management Intern

Champaign, Illinois

- Coordinated end-to-end delivery of payment product features across multiple Program Increments– managing cross-functional dependencies, API integration planning, UAT validation, and data reconciliation between Mastercard/Visa networks and internal systems.
- Conducted product research and stakeholder synthesis for Universal Checkout Platform capabilities, translating findings into actionable recommendations
- Lead Confluence site reorganization for 50+ person Agile Release Train. Establishing naming conventions, ownership standards, and governance frameworks that reduced documentation sprawl and improved cross-team discoverability.

Parasol Laboratory @ University of Illinois

Sep 2025 - Jan 2026

Research Assistant

Champaign, Illinois

- Completed an intensive robotics crash course covering foundational motion planning theory and tools, then conducted research applying graph-search algorithms (A*, Dijkstra's) and sampling-based planners to solve high-dimensional configuration space problems
- Reviewed and annotated academic literature on robotic motion planning to inform ongoing research direction and identify applicable optimization techniques for path-planning in high-dimensional state spaces
- Presented prior research findings at the UIUC Undergraduate Research Symposium and contributed to weekly lab meetings discussing project progress and methodology

Illinois Math And Science Academy

June 2025

Computer Science Camp Teaching Assistant

Champaign, Illinois

- Co-taught a UIUC-sponsored summer camp alongside a UIUC graduate student, delivering lessons based on UIUC's CS + X program spanning disciplines such as linguistics, music, and mathematics

Projects

32-bit MIPS Datapath and ALU (Verilog) | CS 233

Feb 2026

- Designed single-cycle datapath including register file, ALU control, branch comparison logic, and data memory system
- Debugged datapath control hazards and signal timing issues through waveform analysis
- Verified functionality using structured testbench cases across arithmetic, memory, and control-flow instructions

Lost & Found Application | Group Project

March 2026

- Led front-development of an application for students to locate lost items through user interface components by use of HTML, CSS, and Javascript
- Explored system design challenges including API integration and backend architecture

Campus Involvement

Kappa Theta Tau Engineering Fraternity

Sept 2024 – Present

Tech Chair (2026 – Present), Family Officer (2025-2026)

Champaign, Illinois

- Redesigned chapter website from the ground up using Jekyll, Liquid, and SCSS, implementing a CSS Grid-based responsive layout serving 100+ active members and prospective rushees
- Migrated navigation system from hardcoded HTML to a data-driven architecture using YAML and Liquid templating, enabling single-file nav updates and reducing future maintenance overhead

National Society of Black Engineers

Aug 2024 – Present

Outreach Committee Member (2024-Present)

Champaign, Illinois

Technical Skills

Languages: C, C++, Verilog, Python, Java, HTML, CSS, JavaScript

Frameworks: React, Jekyll, Node.js

Tools: Android Studio, Visual Studio Code, Colab, Git, GDB, Make