# Albert Yang

# University of Waterloo 2B CS Student

Waterloo, ON — albert.yang727@gmail.com — (647)-395-9789 — albear-yang.github.io/Web/

# PROFESSIONAL SKILLS

Languages: Python, JavaScript, C#, C, C++, HTML, SQL, CSS, Racket, Bash, R

Frameworks/Libraries: Pytorch, Pyro, Gymnasium, Matplotlib, Numpy, Pandas, Git, React, TensorFlow

## **EXPERIENCE**

# AI/ML Engineer 2024: Sept-Dec

Sick Kids Hospital

- Built a Bayesian neural network that predicted the lengths of convex / concave rods used in AIS corrective surgery. Achieved 5.5mm mean error on both rod lengths. Quantified uncertainty in predictions producing under 5mm errors on predictions with high certainty.
- Implemented a DDPG on a custom-built environment to produce the optimal series of bending for each patient. Algorithmically provided instructions on how to bend patient-specific surgical rods for physicians.
- Built a robust full stack application allowing surgeons to easily specify rod shape for surgery.
- Independently researched medical and ML concepts

# Waterloo Rocketry Software Developer 2024: Mar-Dec

Waterloo Rocketry

- Contributed to a team with over 100+ active members with a Git-based source control.
- Migrated documentation and data across websites using reStructuredText (RST) to enhance accessibility and coherence on GitHub Pages

# **PROJECTS**

# SVG/Drawing to Fourier Epicycles — JavaScript, HTML, CSS : Link

- Built an efficient program that applied Fourier transform to SVG images, translating over 10,000 data points into a Fourier series.
- Transformed real-time user drawings into a series of spinning epicycles

#### Chess AI — Python/C++ : Link

- $\bullet \ \ {\rm Using\ python\ and\ chess\ library,\ achieved\ an\ estimated\ \bf 1600\ Chess.com\ rating\ using\ the\ min-max\ algorithm.}$
- Optimized Chess AI to run 10 times faster than a traditional min-max algorithm with alpha-beta pruning
- $\bullet$  Built a fully functional robust chess game from scratch using C++. Re-implemented Min-Max Algorithm with alpha-beta pruning in C++ allowing chess program with 3 different playable AIs

# ${\bf Personal\ Website-TypeScript,\ JavaScript,\ CSS,\ React,\ HTML: Link}$

- Created an interactive, mobile friendly website with smooth transitions and responsive design for optimal user experience
- Developed an infinite carousel showcase feature using HTML, CSS, React, and JavaScript

# Wolfram Cellular Automata — JavaScript, HTML : Link

- $\bullet$  Accurately simulate over  ${\bf 250000}$  cells in a unique Belousov Zhabotinsky chemical reaction.
- $\bullet$  Optimize simulation to run over 4 times faster by directly accessing the RGB array rather than creating 250000 individual objects

# **EXTRACURRICULARS**

### Math Competitions

• 2021 Galois Honour Roll Group 5, 2021 Cayley Honour Roll Group 2, 2022 Fermat Honour Roll Group 5, 2022 Euclid Certificate of Distinction, 2023 Euclid Certificate of Distinction

# **EDUCATION**

# Bachelor of Computer Science (BCS)

Year of enrollment: 2023

University of Waterloo — Faculty of Math

- University of Waterloo 2024 President's Scholarship of Distinction recipient
- University of Waterloo 2024 Nortel Institute Scholarship recipient