Renyi Yang

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ABOUT ME

https://aristurtlehu.github.io/

EDUCATION AND TRAINING

B.Eng. Candidate, Computer Science and Technology

ShanghaiTech University [01/09/2023 – Current]

City: Shanghai | **Country:** China | **Website:** https://www.shanghaitech.edu.cn/eng/ | **Final grade:** GPA: 3.75/4.0 (rank 24/173 in CS) | Major GPA: 4.0/4.0

LANGUAGE SKILLS

Mother tongue(s): Chinese

Other language(s): English

DIGITAL SKILLS

C++ / C / Matlab / Python / Latex / Markdown / Git

VOLUNTEERING

[26/06/2023 – 30/08/2024] Shanghai
Volunteer for summer and winter activities
136 Hours in total

1. In collaboration with the education team, **innovative teaching tools and methods** have been used to develop summer school programs that provide children with diverse learning experiences and opportunities for personal growth.
2. Check the town's facilities and equipment, including the town's fire protection system, electrical system, and other facilities.

PROJECTS

[20/12/2023 – 12/01/2024]
Handwritten Number Recognition
A handwritten number recognition project using **KNN** algorithm based on **Raspberry Pi**
- Model Training (KNN)
- Photograph Processing (Segmentation, Erosion, ...)
- Using a Digital Display to show the result (Circuits Connecting)

Link: https://github.com/AristurtleHu/Handwritten-Number-Recognition

[20/06/2024 – 30/06/2024]
Plants vs. Zombies
A PvZ game based on **C++** with **CMake**
- contain basic actions, sunshine, plants and zombies
- having animation for shooting, moving, etc... (e.g. Pole Vaulting Zombie)
- treat everything as a *GameObject* (mother class)

Link: https://github.com/AristurtleHu/Plants-vs.-Zombies