Guolin Yang

PROFESSIONAL EXPERIENCE

TikTok, Software Engineer

Sep 2023 – Present | London, UK

Bloomberg, Software Engineering Intern

Apr 2022 – Sep 2022 | London, UK

- Optimised market data ingress using multi-way partitioning algorithms developed in Python and load-balancing ~100 machines, reducing the load on machines by up to 45%.
- Automated the continual analysis of historical data to enable the team to swiftly adapt to market changes.

Imperial College Business School, Software Engineering Intern

Jul 2021 – Aug 2021 | London, UK

- Worked full stack, developing a system to connect tutors with 1000's of MBA students from around the world.
- Implemented a Python chat-bot using the MS Bot Framework SDK, MS Graph API and MS Azure.

EDUCATION

Imperial College London, MEng Computing ☑

Oct 2019 - Jul 2023 | London, UK

First Class Honours

Thesis: Synthetic Data Augmentation to Improve Leaflet-Level Ash Dieback Detection

Relevant Modules: Algorithm Design and Analysis, Models of Computation, Mathematics II: Probability and Statistics, Computational Techniques, Computer Vision, Introduction to Machine Learning, Robotics, Theory and Practice of Concurrent Programming

Brighton, Hove & Sussex Sixth Form College (BHASVIC) ☑

Sep 2017 – Jun 2019 | Brighton, UK

Mathematics (A*), Further Mathematics (A*), Computer Science (A), Physics (A)

PROJECTS

Ash Dieback Detection, Python

Jan 2023 - Jun 2023

- · Augment limited real datasets with synthetic data generated by conditional Generative Adversarial Networks
- Train object detection models such as YOLO and ResNets to process videos of ash trees to detect symptoms of ash dieback

Cryptic Crossword Solver, *Python, Django, NextJS, React* ☑

Oct 2021 – Jan 2022

- Combined two cryptic crossword solvers together with a React frontend featuring a plethora of additional tools such as auto-solving and hinting.
- Improved usability by implementing an image recognition feature, using OpenCV, to allow users to upload their own crosswords from a picture.

A Really Smart Food App, Python, NextJS, React, Heroku, Git

Jun 2021 – Jul 2021

- Conceptualized and built a recipe website which resulted in a 30% reduction in food waste in testing.
- Employed the use of rapid iteration development, based on feedback from stakeholders, with a focus on human-centered design.

WACC, Scala, ScalaFX, Git

Jan 2021 – Mar 2021

- Built a compiler to translate the made up WACC programming language to ARM64 in Scala.
- Extended project by developing an IDE, with syntax highlighting, using ScalaFX and implemented compilation to x86-64.

PintOS, C, Git, Valgrind, Make

Oct 2020 – Dec 2020

- Built a simple operating system from a bare bones framework, with a focus on concurrency and memory management.
- Implemented kernel threads, scheduler, loading and running user programs, and virtual memory.

ARM11 Group Project, C, Git, Valgrind, Make

May 2020 – Jun 2020

- Implemented an ARM11 assembler and emulator tested with a memory leak checker and unit tests.
- Built an audio spectrum visualiser using FFTW and SDL which could be displayed on an LED matrix with a Raspberry Pi, as an extension.

& SKILLS

Programming Languages: Golang, Python, Java, Haskell, C/C++, Javascript and React, HTML/CSS, SQL, Scala, Groovy

Tools and Technologies: Git, Linux, JUnit, Pytest, JavaFX, ScalaFX, MS Azure, MS Bot Framework SDK, MS Graph API, Make, Jenkins, Redis, Humio, Grafana, Kubernetes, Docker

Languages: English, Cantonese, Mandarin