

Shiqi Yu

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SUMMARY

- ♦ A senior student at the University of Illinois at Urbana-Champaign, experienced in project building, coding, event planning
- ♦ Experience in Unix-like OS development, software system, Python, and C/C++

EDUCATION

University of Illinois at Urbana-Champaign | Computer Engineering Undergraduate | Sept. 2017- May 2021

GPA: 3.69 / 4.00; Dean's List (Fall 2017, Spring 2019, Fall 2019, Spring 2020, Fall 2020)

Relevant Coursework: Computer System Engineering, Digital System Laboratory, Algorithm, IoT, AI, Intro to Robotics, Signal Processing (In progress: Computer Organization, Distributed System, Security)

EXPERIENCES

Edge Computing in IoT System | Researcher | Urbana, IL | Sept 2020- Feb 2021

- ♦ Proposing a programmable computer vision system that can greatly improve the scalability of livestock monitoring;
- ♦ Taking Charge of characterizing the deployment of deep neural network on edge computing device;

Computer Organization Project | Team member | Urbana, IL | Feb 2021 - Present

- ♦ Worked in 3 people team to develop a pipelined CPU;
- ♦ Design and implement pipeline, forwarding, and hazard detection independently;
- ♦ Collaborate with teammates to write testbench and develop advanced cache, prefetcher, and branch predictor

Smart Curtain | Independent Researcher | Urbana, IL | Jul 2020 - Aug 2020

- ♦ Made a remote-control curtain with function of light conditions automatic detection;
- ♦ Build web server and run Python script on Raspberry Pi to work as network unit. Use Arduino, NEMA23 stepper motor as control and power unit;
- ♦ Gained experiences in SoC, network, and IoT application;

Operating System Development | Team member | Urbana, IL | Mar 2020 - May 2020

- ♦ Worked in 4 people team to develop the kernel of a Linux-like operating system;
- ♦ Gathered information from hundreds pages of document and reference, wrote about one thousand lines of kernel code, maintained buglog and detailed log of development;
- ♦ Successfully made an OS from scratch with virtual memory, file system, and multi-process;

Digital System Project | Team member | Urbana, IL | Sep 2019 - Nov 2019

- ♦ Made a 2-D combat game with multiple features based on FPGA;
- ♦ Collected and drew more than 30 pieces of animation sprites, wrote 1k lines of code to implement basic functions and high FPS, multiple map, multiple difficulty, and timer features;
- ♦ Created a 20-page report and a short video for demoing;

China Telecom | Intern | Xi'an, China | Jul 2019 - Aug 2019

- ♦ Solved redundant coverage of base station in Xian, China and optimized efficiency of base station in the high load area;
- ♦ Collected raw data from several subsidiary companies and conducted research about solution of redundant coverage;
- ♦ Developed mathematical tools with Python to improve efficiency in data processing;

ACTIVITIES & SKILLS

Illini Esport Club | Active member | Jun 2018 - Present

- ♦ Member of ILLINI ESPORT school team of Overwatch;
- ♦ Involved in tournament, training, the friendly match in school, and the world cup viewing party

Skills: C, C++, Python, SystemVerilog, Assembly, SQL, JavaScript, HTML, CSS;

Languages: English (Fluent), Chinese (Native)

Interests: Basketball, Ping pong, Bodybuilding