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Yu-Chun (Jeff) Ou

JeffOu.io

Education

Shanghai SMIC Private School   2019 - Present
Expected Graduation: 2024

Competition Experiences

ACSL – 3x Finalist and All-Star   Sep 2021 – Present
Team Captain & Tutor
- Lectured and tutored students on previous questions and complex concepts such as graph theory and assembly.
- Led a total of 3 teams(11 students) to participate in the competition.
- Obtained the eligibility for All Stars as well as finals appearance three years in a row.

Brain Challenge – National Gold   July 2022 – Aug 2022
Team Captain
- Achieved China National Gold with an accessibility app targeted for deaf people called Quake (Referenced later in "Projects").
- Led a team of four through multiple rounds of competition.

ASDAN Business Simulation – Regional Silver   June 2022 – Nov 2022
Participant
- Managed and calculated the ideal product indexes as well as different financial investments in order to achieve the best results in the market simulation.
- Contributed majorly to the success and the outcome of the competition.

USACO - Silver   Sep 2020 – Present
Participant & Tutor
- Achieved the rank of silver with Python and Java.
- Tutored numerous students on ways of doing competitive coding, more specifically on things such as data structures.

Projects (JeffOu.io)

BookTank   Dec 2021 – Present
Software Developer
- Developed a WeChat mini program with Python Django for students to buy/sell secondhand textbooks.
- Eliminated the need for students contact people one by one and instead simply listing them on the app.
- Allowed for the frequently complained process of book buying every year to be painless.
- Achieved more than 100 users accessing per day consisting of students, parents, and teachers.
- Coordinated with teachers to update the book list every year.

SharkVolunteers   Aug 2022 – Present

Software Developer
- Developed a WeChat mini program with Python Django for teachers and students to request volunteer work within the school.
- Resolved the problem of teachers not being able to get help (ex. Moving chairs, cleaning up labs) as well as for students (ex. Research projects where volunteers are needed, Tutoring/homework help needed).
- Arranged meetings with Academic Affairs as well as subject teachers to get them familiar and start using the app
- Coordinated with teachers to have the community service hours of the app be automatically logged to specific students.
- Provided students a way to hit their required community service hours before graduation

Calico (Psychology club website)   May 2022 – Present
Software developer
- Founded, developed, and operated an online chatting website for students to anonymously vent to specially trained students.
- Organized and surveyed students for their mental health related problems as well as feedbacks.
- Fabricated a list of procedures in different situations based on meetings with school counselors as well as hot line responders and trained a dozen students to be listeners for the website.
- Implemented QR codes that connected to the website in student bathroom stalls so that people could get the help need.

Quake (accessibility app)   July 2022 – Aug 2022
Software Developer
- Developed an app using machine learning with Python that helps those with hearing disabilities.
- Severely decreased the danger of deaf people walking in public as the app could warm the user through vibrations if there are any potentially dangerous sounds such as car horns that the user would not have been able to hear otherwise.
- Allowed for its users to be aware of its surroundings in ways they could not have before.

TEDxSMICSCHOOL website   Aug 2021 – Jan 2023
Software Developer
- Developed and designed a fully functional website for TEDxSmicschool.
- Created a platform for explanations of each year's themes as well as introduction to speakers.
- Set up a place for people to discover past SMIC school speaker's speeches.

Club Experience

Computer Club   May 2021 – Present
President
- Designed and developed games as a club together with Unity for school events.
- Coordinated carnival booths for students to compete in computer club made games for prices and raised important club funds.
- Organized yearly reoccurring school-wide hackathons, in which students are encouraged to put their coding and creative skills in use to develop something useful in a short span of 48 hours.

Competitive Coders Club   May 2022 – Present
President
- Introduced students who like coding to the world of Competitive coding.

- Lectured on topics such as brute-forcing to enable students who already have a base knowledge of programming to compete in international competitions.
- Provided thorough insights and explanations after every major competitive programming competitions on their questions.

Psychology Club May 2022 – Present
President
- Coordinated with students and school counselors to run the Calico website(mentioned earlier in "Projects").
- Implemented multiple solutions to help students who are in need of mental health attention.
- Provided students in high school as well as middle school a safe space where they can talk about what is on their mind.

TEDx Club Sept 2022 – Present
Member
- Designed and developed the TEDxSMICSCHOOL website(mentioned earlier in "Projects").
- Researched and suggested numerous yearly topics as well as communicated with speakers to prepare them for their speech.

3D Digital Modeling Club Sept 2023 – Present
Member
- Provided insights into 3D modeling to the members of the club on topics related to 3D printing.
- Lectured on the properties of different printing materials such as PETG and PLA.
- Introduced students to the field of 3D printing and modeling.

Internship & Volunteer Experience

Mosuo Folk Museum May 2023 – Present
Volunteer
- Developed and designed a digitally recorded tour guide for visitors to listen to on their phone.
- Allowed visitors to input a specific code that references a specific location of the museum to the WeChat Official account, prompting the WeChat official account to automatically send back a recording that explains said section.
- Coordinated meetings and recording sessions with the creators of the museum as well as local Mosuo people to allow for a thorough digital tour guide.
- Managed the ticketing system for the entry of the museum as well as different tour programs.
- Analyzed and organized background data from the ticketing system to allow for the growth of the museum
- Backed up important and invaluable data from the museum computers as well as speeding up said computers with software modifications.

YouTube Audience Analyzer Nov 2020 – Jan 2021
Internship
- Designed and developed a program for Chinese speaking YouTube creators to analyze whether more of its viewers are from China or Taiwan.
- Allowed creators to target their videos towards their audience.
- Using scraping in Python, said program is able to obtain all comments from a YouTube video and analyze its comments, tallying up and differentiating whether the comment is written in traditional Chinese or simplified Chinese, thereby allowing a creator to understand whether they have more viewers from China or Taiwan.