

Yu JIANG

+86 13968809678 | jiangyu0927@gmail.com | <https://github.com/Jyu0927> | <https://jyu0927.github.io/>

EDUCATION

Carnegie Mellon University

May 2021

B.A. in Global Studies, Minor in Computer Science, Minor in Intelligent Environment (QPA: 3.74/4.0)

• Relevant Courses:

Differential Calculus	Principles of Computing	Parallel and Sequential Data Structures and Algorithms
Reasoning Data	Creative Kinetic Systems	Fundamentals of Programming & Computer Science
Matrix & Linear Transformation	Principles of Functional Programming,	
Introduction to Probability Theory	Introduction to Computer Systems	

• Technical Skills:

Proficient in Python, C, Arduino, Autodesk Fusion 360, Java, Git, Android Studio, Final Cut Pro; familiar with R, Metashape

• Honors & Awards:

CMU Summer Research Undergraduate Fellowship 2020 (\$3,500); Dean's List (Fall 2017, Spring 2018 with High Honors, Fall 2019 with High Honors, Fall 2020)

RESEARCH PROJECTS

Surface Acoustic Wave Devices for Self-powered Sensing & Interaction

Sept 2019 - present

Project Lead and Research Assistant for CMU Human Computer Interaction Institute Dev Lab (with Prof. Scott Hudson), Pittsburgh

- Characterize, print and test new sensor boards using direct-wire printed sensors (i.e. printing with novel conductive inks)
- Collect and visualize continuous signals using NanoVNA, GNU radio and Python
- Develop and train machine learning pipeline to identify signals (solids, liquids, and powders) in real time
- Work on paper submission to UIST

Research on Theory and Method of Affective Computing in Human Habitats

Oct 2020 - present

Research Intern for Tsinghua University Future Lab (with Prof. Yingqing Xu), Beijing

- Designate camera location in an unfinished house to maximize the space of captured human pose videos
- Set up human habitat environments in the lab based on dimensions in the house and collect video data on human poses
- Develop affective computing algorithms and compute on human pose data collected
- Work on paper submission to ACII

Accessible, Efficient, Interactive Text Reader for Visually Impaired People

July 2020 - Feb 2021

Research Assistant for Tsinghua University Pervasive Computing Group (with Prof. Chun Yu), Beijing

- Identified inefficiencies and flaws in current text reading apps for academic reading designed for visually impaired people
- Designed and developed new Android reading apps and accompanying hardware (e.g. 3d printed phone cases) to assist reading
- Tested the effectiveness of developed apps feedback from the users to further improve the designs
- Paper submitted to UbiComp (second author)

INTERN EXPERIENCE

Merck Holdings Limited, Buy & Pay Services, Shanghai

July 2019 - August 2019

Data Analyst Intern

- Analyzed payment patterns for invoices received by Merck globally
- Developed a model for predicting whether a future payment would be late or on time
- Improved payment on-time rate by 5% using the model during trips to Manila, Philippines

CyberMiles Foundation Limited, Shanghai

July 2018 - August 2018

Technical Department Intern

- Wrote and tested instructions on accessing the company's blockchain node
- Created and managed technical set-up instruction contents for CyberMiles' Youtube channel
- Developed a user interface website for blockchain FOMO (Fear of Missing Out) game for the company

COURSE PROJECTS

Hands-Free Balance Maze (video demo)

Nov 2020

Team Project for course 16223: Creative Kinetic Systems

- Implemented CAD design, laser cut, and assembled a two-axis gimbal set for a marble ball balance maze
- Parsed users' hand position inputs from two sonar sensors to control the rotation of two axis
- Transmitted remote input from mqtt bridge or an app to allow remote gameplay

Beats of Isaac (video demo)

May 2018

Individual Project for course 15112: Fundamentals of Programming & Computer Science

- Redesigned the game The Rebirth of Isaac to incorporate music in determining the game's rewards and punishments
- Used pyaudio to analyze beats' amplitude and established correspondence with different game items
- Added customizable features into the game (obstacles on game board and imported music)