YONGKANG CHENG

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EDUCATION

University of Toronto (St. George Campus), Toronto, ON Sep 2023 - May 2028 (expected)
Bachelor of Applied Science in Computer Engineering + PEY Co-op
GPA: 3.92/4.0 (Top 30 among first-year ECE students)
Relevant Courses: Applied Fundamentals of Deep Learning, Software Design and Communication

TECHNICAL SKILLS

- **Programming:** Python, SQL, JavaScript/TypeScript, C++, Verilog
- **Frameworks:** FastAPI, Next.js, PyTorch
- **Tools:** Docker, Git, Nginx, Postgres, Linux, AWS
- **AI/ML:** LLM Integration, Data Engineering, Model Deployment

EXPERIENCE

Frontend Manager, Voluntrack.org (Non-Profit) May 2024 - Present
- Managed a 4-person team to revamp the web interface using React.js, enhancing user experience.
- Conducted biweekly stand-ups, assigned tasks via GitHub Projects, improving team efficiency.
- Increased user engagement by 20% with redesigned layouts and optimized user flows.

Project Lead, Handwritten Text Recognition (University of Toronto) Jun 2024 - Aug 2024
- Developed a CRNN model in PyTorch achieving 87% word-level accuracy on test sets.
- Implemented image segmentation algorithms for processing 1024×1024 inputs in under 4 seconds.
- Designed training pipelines, processing over 10,000 samples efficiently.

Project Manager, Wellness Room Expansion (University of Toronto) Jan 2024 – Apr 2024
- Led a 6-person team to redesign a wellness room, presenting 3 finalized proposals based on 100+ ideas.
- Streamlined task tracking with Gantt charts, ensuring on-time completion of 100+ tasks.
- Created detailed 3D visualizations in Blender for stakeholder review, reducing iterations.

PROJECTS

Diary with AI Feedback Sep 2023 – Present
- Built a journaling platform integrated with OpenAI GPT API to analyze and provide feedback on user entries.
- Reduced API call costs to under $0.2 per request while maintaining fast response times.

Verilog Pac-Man Game (University of Toronto) Nov 2024
- Developed a VGA-compatible Pac-Man game on FPGA, debugging state-machine logic for stability.
- Used Python for automated sprite generation, enabling seamless graphics integration.

WillPower: Time Management System Jan 2025 - Present
- Created a modular system for behavior tracking using Raspberry Pi, FastAPI, and Nginx.
- Currently exploring transfer learning and Azure Face API for data analysis on over 20,000 images.

AWARDS & ACCOMPLISHMENTS

ECE Awards & Dean's List Scholar (UofT) Sep 2024
- Recognized for academic excellence (GPA 3.92/4.0).

American Computer Science League (ACSL) - Bronze Prize Jan 2021
- Placed in top 10% overall after 60+ hours of rigorous training.