Yanyue（Myron) Meng

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SUMMARY:

Graduate of computer science with Honours. Having six years' experience in coding and one year in Embedded System programming. Familiar with hardware, software, and front-end and back-end development. Experienced on cloud service environment. Qualified and high performing individual with excellent professional and technical skills achieved via rich cross-functional exposure across the IT industry.

EDUCATION:

IT Embedded Systems Programming (Certificate) Sep 2021 -- May 2022
Nova Scotia Community College Halifax, NS, Canada

Bachelor of Computer Science (First Class Honours, GPA: 3.79) Sep 2018 -- May 2020
Dalhousie University Halifax, NS, Canada

SKILLS:

- Technical Skills: Web development | Mobile Application development | Network Security | AWS Cloud
- Programming Languages & Services: C | JavaScript |React | Bootstrap | C++ | C# | Java | Python | .NET | Android | NodeJS | HTML | CSS | JSON | Node-Red
- Databases: MySQL, MongoDB
- Worked Platform/Environment: Git | GitHub | Windows 10 | Linux | RTOS | Visual Studio Code | Vuforia | TensorFlow | OpenCV | OpenGL | D3.js | Android
- Hardware: Arduino | Raspberry Pi | ESP32 | ARM | Practical Electronics
- Team management: Microsoft Team | Trello

PROJECTS:

R2D2 Building Sep 2021 -- May 2022
Nova Scotia Community College

- Developed a production plan and determined the electronic components required for the production.
- Based on 3D printing, built the frame and robot arm for the robot car, use C and Arduino as the core to complete the motor control and switch control of the robot car, the Servo control of the robot arm, and obstacle avoidance function.
- Changed the Arduino robot car and used the GPIO interface of the Raspberry Pi to make the robot car's motor drive work. And connected to the remote controller through Raspberry Pi to control.
- Repaired an original R2D2 robot and understood its working principle so that it can work normally.
- Use a 3D printer to print a new R2D2 model and created a new R2D2 robot through the experience of the previous robot car and repairing the old R2D2.

Mobile Development Jan 2022 -- May 2022
Nova Scotia Community College

- Used React to design interactive applications for a mobile device that provide simple, useful interfaces to a given specification.
- Communicated with an embedded device over standard mobile network.
- Developed mobile applications that efficiently integrate network connectivity, security, and data storage
- Manipulated and monitored the functionality of an embedded device using a custom mobile application.

IOT programming Sep 2021 -- Nov 2022

Nova Scotia Community College

- Built a website with front and back ends using JavaScript, NodeJS, bootstrap, SQL Lite to build a website with front and back ends. Enables users to transmit events to an SQL database through web page clicks.
- Used Johnny-Five to program the Arduino, changed the SQL lite to use MongoDB, and transmitted the information of the electronic components on the Arduino to the MongoDB database through the control of the web page.
- Programed BangleJS, used Node-Red to send information to a website built with NodeJS, and used Johnny-Five to send information to Arduino and record in the database. Made it possible to control the components on the Arduino through the BangleJS smart watch.

Pokémon Real-Time Non-Photorealistic AR Recognition (Honors Project) Jan 2020 -- May 2020

Dalhousie University

- Conducted literature review and summarized different methods, designed the method and libraries for this specific project and then implemented the machine learning model in Python.
- Collected different Pokémon images from Google Image as dataset for training, extracted the features of different Pokémon images and classified them by name.
- Trained the machine learning model for the dataset via using Google TensorFlow SDK, developed a unity project to display Augmented Reality by Vuforia, and applied the trained model to unity project so that the AR camera can recognize and display different non-photorealistic Pokémon in real time.
- Presented the result to two experienced professors and other researchers.

Android Application - Substance Intake Diary May 2019 – Aug 2019

Software Developer Dalhousie University

- Designed the structure of the application, ensured the compliance of project development cycle and software development model.
- Drafted and implemented the user interface of the application, completed basic function of Activity change under Android Studio, and confirmed the front-end framework and back-end database.
- Utilized Google Firebase to create database tables, indexes, constraints and triggers, and used Java code to display the substance image and detail in the application.
- Provided database support by coding stored procedures for data access and loading and implemented the record function so that user can record intake from the front end and database will be updated.
- Collaborated with teammates to make the project timeline, had regular meetings to discuss the problems encountered and presented final results to the whole class.

EMPLOYMENT & VOLUNTEER EXPERIENCE:

IT Technician May 2016 – Aug 2016

Shanghai Sunflower Industrial Park Shanghai, China

- Maintained the computer equipment and helped to update the database information.
- Installed desktop operating systems and programs.
- Monitored and tested networks to ensure that they are running optimally.

UIBE Promotion Volunteerism Dec 2018

Volunteer Halifax, NS, Canada

- Set up and arranged the booth after arriving at the venue
- Answer students' questions about UIBE Promotion
- Helped students who are interested in the project find a solution that suits them