JERRY YAN

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EDUCATION

MEng. Electronic and Information Engineering, Imperial College London *2020 - 2024*

Achieved 1st Class Grade average in Year 1 and 2.

Highgate School, London *2015 - 2020*

4 A levels: Design Engineering(A*), Further Maths(A*), Maths(A*), Physics(A*) *2020*

10 GCSEs: grades 9-8, A*-A *2018*

EXPERIENCES

ML Research Intern 2023-2023

Worked as a placement intern for 6 months at Ivy where I was given a wide variety of technically challenging tasks and projects

- Expanded backend deployment infrastructure to efficiently utilise CUDA's C++ API.
- Taught and guided volunteer programmers to promote positive collaboration.
- Adapted quickly to a new working environment.

PROJECTS

Mars Rover Project *2022*

Led a group of 7 to tackle an open ended fullstack engineering design problem with strict timelines.

- Established effective communication between groups of different engineering discipline.
- Serving as a point of contact for volunteer coders, showcasing excellent management and communication skills.
- Maintaining meticulous attention to detail as a GitHub administrator, ensuring high-quality code through thorough PR reviews.

MIPS Architecture CPU Design *2022*

Designed and Implemented a CPU capable of running a MIPS-I instruction set.

- Used SystemVerilog to translate high-level design into transfer level logic.
- Led a team of 5 both online and offline to tackle the task in a time efficient manner.
- Devised and created a test framework to rigorously conduct testing on the CPU.
- Wrote a rudimentary MIPS-I Assembler in Python.

IoT Pollution Tracking Device *2019 - 2020*

Designed, constructed and tested a bike-mounted accessory that could monitor pollution levels.

- Designed a casing using CAD software and manufactured it with a 3D-printer.
- Used a milling machine and various workshop equipment to create the PCB.
- Programmed an Arduino to gather and analyse data in real-time.
- Wi-Fi and GPS enabled allowing for convenient data transfer and with the Adafruit library.

INTERESTS/ACHIEVEMENTS

Identified and reported a cybersecurity vulnerability in a popularity voting system at a e-sport's tournament with over £10,000 prize money.

Written a Generative Adversarial Network using the PyTorch library and trained it on a dataset of Magic: The Gathering cards.

TECHNICAL STRENGTHS

Modeling and Analysis	Fusion360, LTSPICE
Software & Tools	MS Office, LaTeX
Programming	Python(proficient), C++(familiar), SystemVerilog(familiar)
Language	English(fluent), Chinese(native)

REFERENCES AVAILABLE ON REQUEST