Shaoxuan Yin

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EDUCATION

- **Linköping University: Master of Science**
  Computer Science
  Linköping, Sweden
  Sep 2023 - June 2025

- **Beijing Information Science & Technology University: Bachelor of Engineering**
  Computer Science and Technology; GPA: 3.5
  Beijing, China
  Sep 2019 - June 2023

SKILLS SUMMARY

- **Programming Language**: C++, Python, C, Java
- **Frameworks**: Qt, OpenGL, CUDA
- **English Ability**: IELTS 7.0
- **Others**: CMake, Git, Docker, Linux

INTERNSHIP EXPERIENCE

- **GienTech Technology Co., Ltd.**
  Software testing engineer
  Beijing, China
  July 2021 - August 2021
  - **Online shopping mall applet project**: The project was about an online shopping platform for farmers to sell their products convenient more easily on WeChat Mini Program. My job was to write scripts to test the correctness of the software and demand analysis documents for the project.

- **Beijing Guoyao Xintiandi Information Technology Co., Ltd.**
  C++ development engineer
  Beijing, China
  August 2022 - September 2022
  - : Wrote front-end code based on Qt5(c++)
  - : TCP/IP, UDP network protocol modules
  - : Coding and building software to test the correctness of the software

PROJECTS

- **Robotics - A martial arts arena fighting wheeled robot (STM32 embedded system development, Teamwork)**: Competition oriented. The robot was able to avoid obstacles in the arena, attack enemy robots, and push them off the fighting stage automatically. Won the third prize in the 2019 China Robotics Cup. As the leader, I did C programming and structure design to help teammates assemble hardware.

- **Analysis of skiing action based on OpenPose (Computer Vision, STGCN, Spatial-temporal graph convolutional networks, Teamwork)**: Research oriented. A real-time skiing movement classifier model. Skiing videos as input and the outcome display with almost 80% accuracy. It is based on two frameworks: OpenPose, to acquire human skeleton coordinates on each frame of videos, and STGCN, to extract features from input coordinates. Published an academic paper with team members. My teammates helped finish the essay and dataset processing, and I accomplished the remaining work.

- **OpenGL Demos**: Basic OpenGL 3D components practices.

- **Water Simulation Based on OpenGL**: Use SPH algorithm to simulate water particles and OpenGL to render water particles in real-time. The scene is cubic-like water free falls inside a cuboid container. The user controls a free view of the camera to observe from any position or angle in the world.

- **Retro Vault(Unity 2D Game)**: A tiny 2D puzzle game built with a teammate based on Unity engine.

PUBLICATIONS

- **Paper: Shaoxuan, Xv Zhihao. Analysis of skiing action based on OpenPose. Intelligent Computer and Applications Vol.12 No.4 101-103.2022**:

HONORS AND AWARDS

- Third prize of the China Youth Cup National Undergraduate Mathematical Modeling Contest - Jun, 2019
- Third Prize of BISTU C Programming Contest - Nov, 2019
- Third Prize of BISTU Mathematics Competition - Nov, 2019
- Successful Participant as Mathematical Contest In Modeling - Feb, 2020
- Second Prize of Beijing Intercollegiate Mathematical Modeling Contest - May, 2021