

# Yanmei Wang

Phone: (US+1) (734) 548-7207 | E-mail: [uyanmei@umich.edu](mailto:uyanmei@umich.edu) | [Portfolio](#) | Github: [Yanmeeei](#) | LinkedIn: [Yanmei](#)

## EDUCATION

### University of Michigan, Ann Arbor, United States

04/2025

M.S. in Computer Science & Engineering, GPA: 3.9/4.0

B.S.E. in Computer Science, GPA: 3.8/4.0

### Shanghai Jiao Tong University, Shanghai, China

08/2023

B.S.E. in Electrical and Computer Engineering, GPA: 3.6/4.0

## SKILLS

**Languages:** Python, C++, C#, HTML/CSS, Javascript, GoLang

**Framework:** Numpy, Pandas, React.js, Tailwind CSS, SQLite, OpenAI API

**Technical skills:** Agile Development, Data Structures, Testing, CI/CD, Relational databases, Web Design & System, Operating System, Software Development Cycle, Machine Learning

**Tools:** Git, AWS, Jira, Confluence, XCode, VS Code, JetBrains IDEs, Unity

## WORK EXPERIENCE

### Software Engineer Intern @ PreVeil, Inc.

Boston, MA | 06/2024 - 08/2024

- Developed a prototype for mounting the online PreVeil Drive to macOS devices' file system using **GoLang** and **Swift**, enabling real-time management and synchronization of drive files across devices; laid the groundwork for integration into end-user environments and future product deployment. Adapted **Agile methodology**.
- Implemented and deployed **22 RESTful API** endpoints using the **Swift Alamofire** library to send and receive **HTTP** requests, ensuring efficient interactions with remote drives.
- Developed and deployed over **30 unit tests** for the backend functions using **XCTest**; conducted API testing using **Postman** to ensure code integrity.
- Iterated and improved **UI/UX** of PreVeil Desktop/Web App using **TypeScript**, **Javascript**, and **HTML/CSS**, improving performance and user experience, and contributing to a more intuitive interface for thousands of users.
- Engineered a diagnostic API endpoint for PreVeil Drive using **GoLang**, optimizing data pagination from the server backend, which reduced data flow overhead and improved response time by ~1.5x. Improved the corresponding diagnostic frontend webpage using **HTML** and **Javascript** to adapt to pagination.

### Software Developer @ Arborsense, Inc.

Ann Arbor, MI | 09/2022 - 02/2024

- Engineered a prototype using **Python Numpy**, **Pandas**, and **Scipy** libraries that powers the company's core product. Owned the **end-to-end development** of the data analysis pipeline, ensuring accuracy and scalability in processing biological and environmental datasets, and identifying **over 72 types of data patterns**.
- Optimized** data processing algorithm using sliding windows, **accelerating computing overhead by ~1.6x**.
- Accelerated the iteration cycle of algorithms **from 1 week to 3 days** by visualizing the duration of detected events using **Matplotlib**, enabling the engineering team to identify event periods on a timeline.
- Directed the **code version control** and **documentation** between the engineering and cloud dev teams, resulting in a well-organized changelog over 78 iterations, ensuring transparency and easy tracking of updates.

## PROJECT EXPERIENCE

### APOD Daily Feed [\[Link\]](#)

11/2024

- Developed a web app that displays NASA's Astronomy Picture of the Day (APOD) feeds using **React.js**.
- Deployed the web app on Netlify.

### LLM (GPT-4o) Powered Tutoring Web App [\[Demo Video\]](#)

10/2024 - 11/2024

- Developed a **Django-based** AI tutoring system (focused on the MCQ section) using **Python** and **OpenAI API**, supporting students' learning experiences on the Toulmin writing model.
- Managed pre-defined articles, user progresses, and run-time generated questions using **SQLite**.
- Performed **prompt engineering** on GPT-4o instances to fetch customized feedback based on students' responses.

### BIO 452: Field Ecology of Snail-Fungus Interaction [\[Portfolio\]](#)

03/2023 - 05/2023

- Engineered core mechanisms in **Unity (C#)**: special ground blocks, the navigation and auto-attack features of little snail & mushroom RTS units, etc. The game was **ranked 6/30** on the UMich game showcase by player voting.
- Led the design** of the player experience and art, creating in-game art assets, and achieving appealing visual effects.

### Instagram Clone Web App

10/2022 - 11/2022

- Built an Instagram-like social media website and deployed it to an **AWS EC2** instance.
- Developed & improved the website layout using **HTML/CSS**.
- Implemented back-end services to update user interactions in real-time using **Python Flask**, and integrated with **SQLite** database for CRUD operations on the user, following, and commenting tables.
- Developed **client-side dynamic pages** with infinite scrolling & updates without refreshing using **React.js**.