Yanmei Wang

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

Technical skills: Agile Development, Data Structures, Unit Testing, Debug, CI/CD, Relational databases, Web Design &

System, Operating System, Software Development Cycle, Machine Learning, Delta Debug

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, and laying the groundwork for integration into end-user environments and future product deployment.
- Implemented and deployed 22 RESTful API endpoints using the Swift Alamofire library sending HTTP requests, ensuring efficient interactions with remote drives.
- Developed and deployed over **30 unit tests** for the JSON decoder and the backend API endpoints using **XCTest**. Additionally, conducted API testing with **Postman**, ensuring 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. Owned the end-to-end development of the data analysis pipeline, ensuring accuracy and scalability in processing biological and environmental datasets, identifying over 72 types of data events, and powering the company's core product.
- Optimized data processing algorithm using sliding windows, accelerating computing overhead by ~1.6x.
- Generated chart reports that mark the duration of detected events using Matplotlib, enabling the engineering team to visually identify event periods on a timeline, accelerating the iteration cycle of algorithms from 1 week to 3 days.
- Directed the code version control and documentation between the engineering team and cloud dev team, resulting in a well-organized changelog over 78 iterations, ensuring transparency and easy tracking of updates.

PROJECT EXPERIENCE

LLM (GPT-40) 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-40 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.