Yanmei Wang

Phone: (734) 548-7207 | E-mail: wyanmei@umich.edu
1102 McIntyre Drive, Ann Arbor, MI, US

EDUCATION

➢ **UNIVERSITY OF MICHIGAN - ANN ARBOR, UNITED STATES** 09/2023 – (Expect graduate) 04/2025
MS. in Computer Science & Engineering

➢ **UNIVERSITY OF MICHIGAN - ANN ARBOR, UNITED STATES** 09/2021 – 04/2023
BSE. in Computer Science GPA: 3.8/4.0

➢ **SHANGHAI JIAO TONG UNIVERSITY, CHINA** 09/2019 – 08/2023
BS. in Electrical and Computer Engineering GPA: 3.6/4.0

WORK EXPERIENCE

➢ **RESEARCH ASSISTANT, Clarity Lab, UMich CSE Department** Ann Arbor, MI
Project Neurosurgeon-Swarm | Python, Git 05/2022-Present

- Designed and implemented the critical algorithm that enables multiple swarm devices to collaborate.
- Implemented a simulation-based experimental infrastructure that conducts performance and energy evaluation of the proposed technique/system.
- Set up and profiled several neuron network models on low-end edge devices such as NVIDIA Jetson devices.
- Participated in weekly and daily sync-up meetings.

➢ **SOFTWARE DEVELOPER, UMich BME Department** Ann Arbor, MI
Project sponsored by Arborsense, Inc. & National Institute of Health (NIH) | Python, Git 09/2022-Present

- Continued developing a software that identifies the patient's drunk events by analyzing biological & environmental data collected from a wearable device prototype.
- Implemented tamper-related data processing functions, including five types of tamper event identification functions: baseline abnormal, data out-of-range, step check, standard deviation abnormal, and tamper bit analysis.
- Generated readable chart reports and multiple data files in accordance with Arborsense's cloud server protocol.
- Fixed and enhanced sections of the existing codebase where code was incomplete or incorrect, ensuring the software's functionality and reliability.
- Worked closely with Arborsense, Inc. and documented the development throughout the project.

PUBLICATIONS

➢ **Yiping Kang, Yanmei Wang, et al. Swarm Neurosplicing: Collaborative Inference of Large Models on Connected Swarm Devices.** Submission #408 to ASPLOS'24

PROJECTS

➢ **BIO 452: FIELD ECOLOGY OF SNAIL-FUNGUS INTERACTION** | Unity (C#), Git 05/2023 – 04/2023

- Developed a two-player asymmetric RTS game where players control Mushroom and Snail as opposing species that aim to dominate each other in an enclosed natural environment with unique abilities and limited resources.
- Implemented several core mechanisms: special ground blocks, the auto-attack features of little snail & mushroom units, the overall damage-health system, etc.
- Created cartoon-style in-game art assets, including level design, sprites, menu pages, CGs, animations, etc.

➢ **CLAYPSO** | Elm, Git 06/2020 – 08/2020

- Developed a Pixel-style, story-driven webpage Role-Play Game written in Elm.
- Developed the following game features/functions: map switch, plot branches, interactive character dialogues, and character-item interactions.
- Designed and developed the story plot, the environment art assets, the poster, the trailer, and the user handbook.

SKILLS

➢ **Programming-related languages**: C/C++, Python, C#, Golang
➢ **Tools**: XCode, VS Code, JetBrains IDEs, Git, MATLAB, LaTex