Yanmei Wang

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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
BS. in Computer Science GPA: 3.82/4.0

➢ **Shanghai Jiao Tong University, Shanghai, China** 09/2019 – 08/2023
BSE. in Electrical and Computer Engineering GPA: 3.55/4.0

Courseworks: Data Structure & Algorithms, Web Design & System, Java Programming, Game Development, Machine Learning, Computer Security, Operating System, Linear / Modern Algebra

SKILLS

➢ **Programming-related languages**: C++, Python, C#, MySQL, HTML/CSS
➢ **Tools**: Unity, Git, MATLAB, LaTex, Jira, XCode, VS Code, JetBrains IDEs

WORK EXPERIENCE

➢ **Software Developer**, **UMich BME Department** Ann Arbor, MI
Skills used: Python, Git 09/2022-Present

- Continued developing prototype software that identifies the patient's drunk events by analyzing biological & environmental data collected from a wearable device.
- Implemented tamper-related data processing and event detection functions, identifying over 72 kinds of alcohol and tamper events. Libraries used: **Numpy**, **Pandas**, **Scipy**, etc.
- Generated chart reports using **Matplotlib** and multiple data files following 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.
- Maintained technical communication with a well-documented changelog over 78 iterations.

➢ **Research Assistant**, **UMich CSE Department** Ann Arbor, MI
Skills used: Python, Linux OS, Tegrastats, Git 05/2022-Present

- Designed and implemented the critical **algorithm** (greedy) that enables multiple swarm devices to collaborate, achieving up to 11 times speed up for models under memory constraints.
- Implemented a **simulation-based experimental infrastructure** that conducts performance and energy evaluation of the proposed technique/system.
- Profiled two neuron network models using **Tegrastats** on low-end edge devices such as **NVIDIA Jetson**.

PROJECTS

➢ **Dr. Box: Package Design and Analysis Web Interface** 05/2023 – 08/2023
Web Developer | **Skills used**: PHP, HTML, CSS, Git

- Developed & improved the Dr. Box online platform website layout using **HTML/CSS**.
- Implemented language-switching icons and functions for the website using **HTML/CSS**.
- Added a new language dictionary (Chinese) to the website using **PHP** aside from the original English option.

➢ **BIO 452: Field Ecology of Snail-Fungus Interaction** 03/2023 – 05/2023
Game Developer | **Skills used**: C#, Unity, Git, Jira

- Developed a two-player asymmetric RTS + tower defense game.
- Implemented several core mechanisms in **Unity** (**C#**): special ground blocks, the auto-attack features of little snail & mushroom units, the overall damage-health system, etc.
- Led the art tasks and created in-game art assets using **ProCreate**, including level design, sprites, CGs, etc.
- Used **Jira** for project management, and **Git** for code version control and cooperation.