Yanmei Wang

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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

SKILLS

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

WORK EXPERIENCE

➢ **RESEARCH ASSISTANT, UMich CSE Department** Ann Arbor, MI
Project Swarm Neurosplicing, sponsored by Cisco | 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 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

➢ **DR. BOX: PACKAGE DESIGN AND ANALYSIS WEB INTERFACE** | HTML/CSS, Git 05/2023 – 08/2023

- Developed & improved the Dr. Box online platform website layout.
- Implemented language-switching icons and functions for the website.
- Added a new language option (Chinese) to the website aside from the original English option.
- Contributed and participated in four design reviews and wrote the final report for the sponsor.

➢ **BIO 452: FIELD ECOLOGY OF SNAIL-FUNGUS INTERACTION** | Unity (C#), Git 03/2023 – 05/2023

- 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.