Yumeng He

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Education

University of Southern California — Los Angeles, CA
Master of Computer Science — *Aug 2024 – Present*
- Expected to graduate at May 2026

University of Toronto — Toronto, ON, Canada
Honours Bachelor of Science degree with High Distinction — *Sep 2019 – May 2024*
- Computer Science and Mathematics double major
- Cumulative GPA: 3.71/4.0, highest Sessional Average: 92.40%.

Experience

Software Developer Intern | *full-time* — August 2022 – August 2023
HCL Canada Inc. — *Toronto, ON, Canada*
- Acquired proficiency in Bash, Linux commands, Docker, Gradle, and Ant through a knowledge transfer training approach.
- Authored and regularly updated numerous scripts, including Jenkins files, to meet evolving project requirements.
- Designed an automation tool for efficient management of Jenkins logs, allowing customization of log retention and branch selection.
- Experimented with Jenkins pipeline configurations to enhance workflow processes.

Projects

Petpal | *full-stack* — Fall 2023
- Headed a team of 4 developing a responsive web platform for seamless pet adoptions, featuring advanced search filters and personalized profiles for pet seekers and shelters.
- Integrated Django REST Framework to create and manage RESTful APIs for efficient data handling, including animal profiles, user login, and communication between seekers and shelters.
- Designed and implemented responsive layouts, making the platform accessible and optimized for all device sizes, with smooth transitions and intuitive navigation.
- Maintained MySQL database for secure and reliable data storage, supporting high-volume queries and real-time updates for animal adoption data.

Interactive Computational Media Platform | *full-stack* — Fall 2021
- In a multidisciplinary design team of 6, collaborated to deliver an interactive and user-friendly website.
- Applied cutting-edge research methods in human-computer interaction.
- Participated in brainstorming, sketching, and designing prototypes aimed at solving real user problems; evaluated these prototypes for usability, learnability, and usefulness.
- High Fidelity Prototype: https://unionoftrash.github.io/csc318f21-project-project4.0/index.html

Optimized System for Toronto Police Dispatch Response to Break and Enters | *R* — Spring 2020
- Led and collaborated with a team of 6 in designing an optimized system using Artificial Intelligence for Toronto Police Force Distribution on Break and Enters through R.
- Visualized a dataset comprising 43,302 observations and 24 variables related to Break and Enter incidents.
- Concluded proportions of time zone occurrences by conducting one sample proportion hypothesis test, a bootstrap sample model, and two sample proportion hypothesis tests.
- Implemented a regression model to analyze the linear correlation among 6 years of occurrence data.

Technical Skills

Languages: Proficiency in HTML, CSS, JavaScript, Node.js, React, Python, MySQL, C++, R, Dr.Racket, Docker, Gradle, Ant and Shell
Data Analysis: Well-acquainted with data analysis through Jupyter Notebook, encompassing various modules.
Multilingual: Possesses excellent written and verbal communication abilities in both English and Mandarin.