

# Yushan Wang

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## EDUCATION

University of California San Diego, California

Sept. 2017 – June. 2021

B.S. in Computer Engineering

GPA: 3.82

B.S. in Applied Mathematics (Completed)

GPA: 3.92

Honors/Awards: Provost Honor (2016-2020)

- **Relevant Courses:** *Neural Networks and Deep Learning, Supervised Machine Learning Algorithms*
- *Data structure and Algorithms, Numerical Analysis, computational statistics*
- *Engineering Analysis & Statistics, Engineering Probability and Statistics*
- *Math complex and real analysis, data sampling*

## SUMMARY

**Current Junior** at University of California San Diego dedicated to computer engineering and applied mathematics. A good team player and experienced problem-solving student with detail-oriented mindset seeking tech-related internship opportunities. Always keen to embrace new ideas and knowledge.

- **Programming Skills:** Java 4 years  
Python, MATLAB, R 2 years  
JavaScript 1 year
- **Software Skills:** Linux, Git, PyCharm, VSCode  
IntelliJ, Adobe Premiere, Ableton, SolidWorks, ANSYS, OrCAD
- **Certification:** GRE 331/340

## WORKING EXPERIENCE

*Teaching assistant in Math Department*

*Teaching Assistant 09.2019 - present*

Being the teaching assistant in the math department of UCSD, and tutoring Math10B in the Fall quarter 2019, and Math 20C in Winter quarter 2020.

## EXPERIENCE AND PROJECTS

*COVID-19 Face Mask Detector by TensorFlow and OpenCV*

*May 2020 – Jun 2020*

Using Caffe-DNN for face detection technology

And VGG-16 for the training on mask/no\_mask classifier

Link: [https://github.com/YushanWang9801/COGS181/blob/master/Cogs\\_181\\_Final\\_Project.pdf](https://github.com/YushanWang9801/COGS181/blob/master/Cogs_181_Final_Project.pdf)

*Video Game Classification by Machine Learning Methods*

*Oct 2019 - Dec 2019*

Using data contains 170000 strategy games on the Apple App Store from Kaggle.

Segmented products by principal component analysis and k-means, mean shift clustering in python

Forecast user ratings of each cluster game using time series analysis

*“When to meet” web-application design*

*Sep 2019 - Jan 2020*

A webpage application design using firebase as database allowing users to collect time and location preferences from all members of the meeting

Using JavaScript to complete the entire UI and webpage programming

*Speech to Text Diagnosis Records*

*May 2018 - Jun 2018*

The project composed at HLTH Hackathon Las Vegas, June 2018.

Using API transform speech to text and extract medical terms to form medical diagnosis.

## OTHER CONTACT

- LinkedIn: <https://www.linkedin.com/in/yushan-wang-270a031aa/>
- GitHub: <https://github.com/YushanWang9801>