Yu (Anny) Wu

Ann Arbor, MI | (616)-990-4346 | <u>anny.wu.925@gmail.com</u> | <u>in yuwu5800</u>

EDUCATION

University of Michigan Ann Arbor, MI

GPA: 3.905/4.00 Aug 2021 - Dec 2023

Major: Computer Science B.S.E.

Relevant Coursework: Accelerated Introduction to Computers and Programming, Practical Data Science for Engineers,

Programming and Introductory Data Structures, Data Structures and Algorithms, Introduction to Computer Organization, Introduction

to Artificial Intelligence, User Interface Development, Entrepreneurship Hour

Honors: University Honors, Dean's List

PROJECTS

Stock Market Emulation (Language: C++)

May 2022

• Simulated transactions of a stock market using priority queues and determined if a profit can be made for the stock involved **Disease Classification Tool (Language: Python)**Feb 2022 - Apr 2022

• Trained supervised (Perceptron, Logistic Regression, Decision Tree, Random Forest, K-Nearest Neighbors, Gradient Boosting, Neural Network) and unsupervised (K-means clustering) models using scikit learn, pandas, and numpy libraries that achieved over 90% accuracy in predicting a patient's diagnosis based on a list of symptoms (project report)

K-means Clustering Analysis (Languages: C++, Matlab)

Nov 2021

• Applied k-means clustering to generate clusters with parameters given by a table and classify cars to the identified cluster

GeoQuiz Challenge (Languages: Java, XML)

May 2019 - Jul 2019

• Launched an application in Android Studio that allows users to answer trivia questions and learn about geography (demo)

EXPERIENCE

University of Michigan-Ann Arbor

Ann Arbor, MI

Michigan Hackers - Machine Learning Team and Quant Team

Aug 2021 - Present

• Experimenting with different combinations of numbers for reward to apply concepts of reinforcement learning (Q-learning) to build a Minesweeper AI using Python that is capable of solving the minesweeper game alone

Tech Innovation Jam Oct 2021 - Nov 2021

• Built a lo-fi prototype for a project matching application in a 4-week competition by defining the problem statement, gathering user interviews, designing end users personas, and producing wireframe images (pitch deck)

Holland Christian High School

Holland, MI

Math Club Founder/Curriculum Developer

Aug 2018 - May 2021

• Initiated in-person and virtual tutoring sessions after school to help five students get a 5 on their AP Calculus BC Exam

Dance Marathon - Entertainment Committee Co-lead

Aug 2020 - May 2021

• Oversaw the Entertainment Committee to create the first virtual Dance Marathon by introducing activities like cooking and dancing competitions in the agenda and contributed to \$7,166.34 raised for Helen DeVos Children's Hospital

Teacher Assistant Jan 2021 - May 2021

• Instructed a Chinese societal practices class by introducing freshmen Mandarin Immersion students to practical and popular topics in China (food, attractions, internet slangs, etc.) that served as the foundation of future curriculum

Careerline Tech Center Future Prep'd Academy

Holland, MI

Jan 2019 - Mar 2019

• Developed a new exhibition layout to increase the exposure of the current exhibit for the Holland Museum

• Collaborated with Trans-Matic to reduce the waste of safety products and raise awareness of safety practices

LANGUAGES

World Languages: Fluent in English and Chinese, Conversant in Spanish and French

Programming Languages: C++, C, Python, Java, Matlab, R, JavaScript