Cameron Yee-Ping

604-500-6750 | cly7@sfu.ca | LinkedIn

Education

Simon Fraser University September 2023 – Present
BSc. Computing Science Honours, Dean's Honour Roll *Burnaby, BC*

Douglas College Septmber 2021 – September 2023
Transferred credits, Dean's Honour Roll *New Westminster, BC*

Projects

3d Interactive NeRF Viewer | *Software Systems Program Capstone (CMPT 494)* May 2025 – December 2025

- Investigated and diagnosed performance bottlenecks and rendering artifacts in a re-implementation of the PAPR model within the Nerfstudio framework
- Developed high-performance, well-optimized shader code to utilize on WebGPU's existing infrastructure for use in machine learning
- Developed a suite of custom data visualizations to monitor training convergence and isolate the root cause of model instability and quality issues

Misinformation Detection Pipeline | *Natural Language Processing (CMPT 413)* October 2025 – December 2025

- Developed a scalable Natural Language Processing (NLP) pipeline using PyTorch and Hugging Face Transformers to detect fake news
- Leveraged the Llama-3.2-1B Large Language Model (LLM) to perform zero-shot classification on the LIAR-PLUS benchmark dataset
- Optimized inference scripts for efficient processing of unstructured text data on limited compute resources

Activity and Fitness Tracker | *Mobile App Programming (CMPT 362)* September 2024 – November 2024

- Architected a full-stack Android application in Kotlin, designing the Room database schema to efficiently persist and manage user exercise history and location data
- Engineered the data access layer (DAO) to handle complex queries and ensure seamless, performant communication between the UI and the local SQLite database
- Integrated the Google Maps SDK to render a live activity tracker, processing real-time location services data and persistently storing routes

Experience

Software Developer (Reinforcement Learning Team) December 2025 – Present
SFU Robot Soccer *Burnaby, BC*

- Developed custom visualization tools using OpenGL to monitor real-time sensor data and AI decision-making paths, improving the team's ability to debug agent behavior.
- Integrated MuJoCo's API with C++ to run parallelized simulations, significantly reducing the time required to iterate on reinforcement learning models.
- Collaborated with a multi-disciplinary team via GitLab, managing version control and peer code reviews for a high-performance C++ autonomous robotics codebase.

Student Assistant September 2024 – December 2025
Douglas College *New Westminster, BC*

- Taught the mechanics and low-level design of data structures and algorithms to second year computer science students to help prepare them for exams
- Explained complex concepts in clear, accessible terms to students with different approaches to learning

Team Leader May 2020 – September 2021
McDonald's *Burnaby, BC*

- Facilitated the onboarding and technical training of 10+ new hires, ensuring 100% compliance with rigorous food safety and operational protocols.
- Optimized high-volume service workflows by coordinating real-time kitchen and drive-thru operations, ensuring peak throughput and minimal latency during high-demand periods.

Technical Skills

Languages: C/C++, Python, Haskell, JavaScript, x86 Assembly, Kotlin, MATLAB/Octave
Technologies/Environments: Linux, PyTorch, SQLite, Mitsuba 3, OpenGL, Git, OpenGL, three.js, Windows