YINGNAN WANG

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EDUCATION

Master of Science in Electrical Engineering	June 2017
University of California, Los Angeles	**GPA: 3.74**
Bachelor of Science in Electrical Engineering	May 2015
University of Minnesota, Twin Cities	**GPA: 3.70**

SKILLS AND INTERESTS

Languages	C/C++, Python, MATLAB, Java, C#, Swift
Programming Skills	OpenCV, OpenGL, CUDA, TensorFlow, Android, iOS, Eigen, g2o, Three.js
Knowledge	Graphics&PBR, SfM&SLAM, Deep Learning, Image Processing, Parallel Computing
Side Projects & GitHub	Tiny OpenGL game engine, Face recognition, etc. https://github.com/coroner4817
Personal Website	https://yingnanwang.com

PROFESSIONAL EXPERIENCE

Sr. Software Engineer at Apple   July 19, 2021 - Present
Vision Products Group

Senior Software Engineer at Magic Leap   Oct 1, 2019 - July 16, 2021
Mixed Reality Platform Frameworks Team

Software Engineer at Magic Leap   Aug 14, 2017 - Oct 1, 2019
Mixed Reality Application Team

Research Assistant at UCLA   Jan 15, 2016 - June 16, 2017
Advisor: Professor Aydogan Ozcan

PUBLICATION AND PATENT

- ***Publication:*** Moustafa Alzantot, Yingnan Wang, Zhengshuang Ren, and Mani B. Srivastava. "Rstensorflow: Gpu enabled tensorflow for deep learning on commodity android devices." *The 1st International Workshop on Deep Learning for Mobile Systems and Applications*, pp. 7-12. ACM, 2017.

- ***Patent:*** Y. Wang, P. Maciel, R. Fernandez, C. Heiner, R. Bailey, inventors; "3D Object Annotation" (pending, U.S. Patent Application 17/174,141)