Daniel Yu

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EDUCATION

Stevens Institute of Technology

Ongoing - May 2025

B.S. in Computer Science

Hoboken, NJ

- Current Cumulative GPA: 3.85
- Relevant Coursework: DS&A, Computer Architecture, Linear Algebra, Probability & Statistics
- Extracurriculars: The Stute (student newspaper), Stevens Computer Science Club, C2GS

Kinnelon High School

June 2021

High School Diploma

Kinnelon, NJ

• GPA: 3.7

EXPERIENCE

QPhoton Inc.

May 2022 - December 2022

Software Development Intern

Hoboken, NJ

- QPhoton Inc. is a company that specializes in quantum photonics, developing tools for computer vision, cybersecurity, healthcare, and more.
- Implemented a reservoir computing (ESN) model using Python to forecast complex dynamic systems.
- Developed a client-server microservice wrapper with gRPC in a Gitlab team using Python.

Stevens Institute of Technology

June 2022 - Aug 2022

Summer Researcher for the Center of Neuromechanics

Hoboken, NI

- Researched electroencephalogram (EEG) signals and their applications in classification/prediction.
- Utilized a support vector machine (SVM) from the Scikit-learn library to classify "concentration" from "resting" mental states in Python.
- Wrote and presented a paper covering EEG classification using eye tracking at the 2022 Center of Neuromechanics summer research conference.

PROJECTS

Support Vector Machine Classifier for EEG Data

Research Gate Link

 Utilized the Scikit-learn support vector machine (SVM) implementation, as well as other libraries such as NumPy, pandas, and matplotlib, to create a binary classification program able to visualize up to four discrete feature dimensions at once.

Javascript Browser RPG

Used NodeJS, Webpack, and the Phaser library to create a browser-based RPG game in Javascript.

SKILLS

- Languages: Python, Java, JavaScript, C/C++
- Tools: Virtual Studio Code, Sublime Text, Git/GitHub/Gitlab
- Other: Jira/Confluence, LaTeX, Microsoft Office, Google Suite