Shu-Yu (Rain) Lin

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Expertise in Embedded Systems and Computer Vision, familiar with C++, C, Python, Shell Script, UNIX, I2C/UART/SPI, Device Driver, and Control Systems. Seeking full-time Embedded Software Engineer opportunities.

Education

University of Michigan

Ann Arbor, MI

Master of Science in Electrical and Computer Engineering

Aug. 2023 - April 2025

• Selected Coursework: , Computer Architecture, Advanced Embedded Systems, Embedded Control Systems, Embedded Systems Research, Computer Vision, Matrix Methods, Probability and Random Processes

National Taiwan University

Taipei, Taiwan

Bachelor of Science in Electrical Engineering

Sept. 2018 - Jan. 2023

- Selected Coursework: Algorithms, Data Structure, Operating Systems, Computer Architecture, DSP in VLSI, Digital System Design, Machine Learning, Intelligent Vehicles, Integrated Circuit Design, Information Security
- Awards: Presidential Award, ranking within the top 5% of the class.

Experience

RealM (PyTorch, Docker, AWS EC2, 3D Computer Vision, Swift)

Bellevue, WA

Software Engineer Intern

June 2024 - Aug. 2024

- Researched and developed semantic segmentation, point cloud completion, and surface reconstruction on 3D point cloud model based on PyTorch and Open3D.
- Developed an end-to-end indoor 3D reconstruction application based on NeRF, with an iOS app as the frontend and Node.js as the backend; deployed the service on AWS EC2 using Docker.
- Developed an iOS app for object capture, indoor scene reconstruction, and room plan construction using SwiftUI and RealityKit framework.

Intel Corporation (Python, Shell, UNIX, PCIe)

Taipei, Taiwan

Hardware Platform Application Engineer Intern

July 2021 - June 2022

• Contributor of Highly Efficient Automatic PCIe Validation Tool Kit, reduced Linux testing environment setup time from 5 minutes to 10 seconds by Shell Script and Python. Provided OS image by Clonezilla for teams worldwide. Enabled parsing of error logs of 100,000+ lines within seconds by Python for further usage. Enacted code release and validation flow for the project.

Projects

Live Caption Badge - LINK (C, RTOS, Python, BLE, HTTP, DSP)

Aug. 2024 - Dec. 2024

• Developed a real-time transcription device using ESP32-S3-Korvo-2, integrating microphone input with an E-Ink display for live text output; audio sent via Wi-Fi to a server running VOSK Offline Speech Recognition API for processing, with **custom PCB design** by **KiCad** and manufacturing.

Self-Navigating Robot (C++, RTOS, Raspberry Pi, Device Driver)

Aug. 2024 - Dec. 2024

- Developed a car system on Raspberry Pi 4 Model B with FreeRTOS, including GPIO and H-Bridge drivers for motor control and an OpenCV application for ball tracking.
- Integrated an ultrasonic ranging module for obstacle detection and collision prevention.

Bikesla - LINK (C++, Arm, MbedOS, STM32, Swift)

Sept. 2021 - Jan. 2022

- Developed IoT application based on STM32L4 IoT node and iPadOS App to control the device via Bluetooth.
- Functionality includes speeding detection, anti-theft, lock/unlock, and bicycle finding.

Technical Skills

Programming Languages: C++, C, Python, Swift, Go, SystemVerilog

Web Technologies: Node.js, React.js, Django, GraphQL

ML/AI: PyTorch, Numpy, Pandas, Matplotlib

Miscellaneous: MATLAB, Simulink, RTOS, Docker, AWS EC2, PostgreSQL, Git, Shell, Linux, Arduino, Raspberry Pi, CAN, LATEX