Eagle Yuan

eagleyuan21@gmail.com | (865) 307-5319 | Boston, MA

LinkedIn: linkedin.com/in/eagle-yuan-29b953196
Portfolio: github.com/eagleyuan21

Personal Website: eagleyuan.com

EDUCATION

Northeastern University Expected May 2023

BS, Major in Computer Engineering & Computer Science, Minor in Mathematics

Boston, MA

University Honors College, Honor's Early Research Award Recipient, Dean's List

GPA: 3.93

• Coursework: Discrete Math, Probability & Statistics, Embedded Design, Circuits & Signals

Activities: Code4Community Mentee, Northeastern Symphony Violinist

Oak Ridge High School

May 2019

High School Diploma with Honors

Oak Ridge, TN

National Honor Society, National AP Scholar; ACT: 35

GPA: 4.69

• Coursework: AP Physics C (5 on both), AP Comp Sci A (5), Linear Algebra, Calculus 3, Differential Equations

Activities: Math Club, Scholars Bowl, Tennessee All State Orchestra Violinist, Varsity Soccer

PROFESSIONAL EXPERIENCES

Northeastern University Computer Architecture Research Laboratory

July 2020 – Present

Research Assistant

Boston, MA

- Added new features to MGPUSim, a multi-GPU simulator written in the Golang based on AMD's GCN3 architecture.
- Updated the simulator to NaviSim, transitioning from a previous GCN3 architecture to the newer RDNA architecture.
- Gained expertise in parallel computing through simulation development and benchmark testing and analysis.

National Aeronautics and Space Administration

May 2020 – July 2020

Lucy Space Mission Concept Academy Trainee

Tempe, AZ

- Produced a preliminary design review and presentation on a virtually distributed team project for a new payload mission targeted towards exploring an alternative landing site from NASA's Perseverance Mars Rover site selection.
- Distributed tasks and managed, as lead engineer, the design of a lander and rover through CAD drawings and writeups.
- Gathered NASA mission development skills during weekly training from NASA scientists and engineers.

Northeastern University Sociology and Anthropology Department

September 2019 – May 2020

Research Assistant

Boston, MA

- Utilized a social network and data scrapping strategies to study systemic changes amongst NSF ADVANCE associates.
- Collected data through access of websites, journals, conference materials and organized data in online spreadsheets.
- Operated software programs such as Python and MATLAB for statistical, network analysis and visualization.

Oak Ridge National Laboratory, Center for Nanophase Materials Sciences

June 2018 - May 2019

Research Intern

Oak Ridge, TN

- Applied Agent-Based Modeling techniques in Netlogo to mimic collective behaviors of Black Soldier Fly Larvae.
- Implemented a genetic algorithm to calibrate and optimize parameters sets for the model, resulting with 95% accuracy.
- Developed and tested models and presented posters and talks with the collaboration of another intern and a mentor.

PROJECTS

Embedded Projects June 2020

- Worked with DE1-SoC ARM to program FPGA and control the LEDs, 7 segment displays, switches, buttons, and pins.
- 1. Keypad Piano: Programmed in Verilog to control two speakers and a 4x4 keypad with each button representing a note.
- 2. Snake & Ladders Game: Developed C code to build a user interface for the game using terminal inputs and outputs.

Personal Website April 2020

- Implemented web features such as a tri-picture slideshow, timeline, and animations in JavaScript, CSS, and HTML.
- Created a blog with a Django Rest API framework deployed on Heroku and gathered the data through HTTP requests.
- Added 2048 and Minesweeper games on a canvas element and leveraged browser cookies to record local high scores.
- Integrated an online server ping program combining the jQuery terminal plugin with the ping.js application.

Museum Exhibit December 2019

- Collaborated with a team to build an exhibit teaching health resiliency and presented at Boston's Museum of Science.
- Integrated Arduino hardware, wired with ultrasonic sensors, motors, and buttons, with MATLAB visualization tools.
- Designed UI & UX for 3rd to 5th graders with Minecraft soccer themes, easy user inputs, and a motorized progressor.

SKILLS & INTERESTS

Skills: Java, Python, C, C++, MATLAB, HTML, CSS, JavaScript, Go, Scheme, FPGAs, Arduino, Verilog, OrCAD, GIT, SolidWorks, AutoCAD, Netlogo, Windows/Mac/Linux OS, MS Office, Soldering

Interests: Robotics, AI, High Performance & Quantum Computing, Mathematics, Physics, Space Exploration