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Yi He

Education

2021–2023 **BS, Computer Science**, *University of Michigan*, Ann Arbor

2019–2023 **BE, Electrical and Computer Engineering**, *Shanghai Jiao Tong University*, Shanghai

Projects & Work Experience

2022FA **Team Developer**, *Game-dev Project*

[link: **Raveler**] Developed a platform jumping game using Unity. Worked on art, animations, guidance, UI, storytelling, and level designs. Play the role of the main contributor in designing and tweaking the overall visuals and player experience of the game.

2022FA **Team Developer**, *Web System Project*

Implement a MapReduce framework in Python with knowledge of distributed processing, OS-provided concurrency facilities, and sockets.

2022FA **Team Developer**, *Web System Projects*

Implement an Instagram clone with server-side and client-side dynamic pages separately with knowledge of Flask, React, REST APIs, JavaScript, and SQL.

2022FA **Team Developer**, *User-Centered Project*

[link: **Final presentation**] We conducted a user-centered design process and created the final solution of a mobile application called MCareer to support undergraduate students' career development.

2020SU **Team Developer**, *Game-dev Project*

[link: **Unravel**] Developed a web-based 3D puzzle game using Elm and WebGL. Implemented an advanced feature of 3D text rendering and played as the main contributor to art and storytelling.

Technical Skills

Skills C/C++, React, Ocaml, JavaScript, Java, Python, Elm, Ocaml, MATLAB, CSS, C#, Vue.js, Jinja

Technologies L^AT_EX, Git, Unity, Jira, Android Studio, Adobe Photoshop, Adobe Premiere Pro

Relevant Courses

EECS485 Web Systems

EECS490 Programming languages

EECS494 Computer Game Design

EECS493 User Interface Development

EECS498 Deep Learning for Computer Vision

EECS388 Intro. to Computer Security

In Process

EECS498 Extended Reality and Society

EECS445 Introduction to Machine Learning

EECS448 Applied Machine Learning for Modeling Human Behavior

Honors

Award 2020 University Physics Competition, Silver Medal