



# 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

2023WN **Developer**, *AR Project*

[Demo link: **A2GO!**] Developed an educational and athletics mobile application marketed towards tourists visiting Ann Arbor developed by Unity.

2023WN **Developer**, *VR Project*

[Demo link: **CSE Simulator**] Developed a VR program that simulates CSE students' life at UMich using Unreal Engine.

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 **Developer**, *Web System Project*

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

2022FA **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++, C#, React, Vue.js, Elm, Jinja, JavaScript, CSS, Python, Java, MATLAB  
Technologies  $\LaTeX$ , Git, Unreal Engine, Unity, Jira, Android Studio, Adobe Photoshop, Adobe Premiere

## Relevant Courses

Web Systems

Computer Game Design

Deep Learning for Computer Vision

[In Progress](#)

Extended Reality and Society

Introduction to Machine Learning

Human-centric Machine Learning

Programming Languages

User Interface Development

Intro. to Computer Security