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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**, *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.
- 2021SP– **Writing Consultant**, *SJTU-UM JI Writing Center*  
2021FA Offered advising sessions for students on revising and improving their academic writing works. Assisted instructors in intellectual and academic writing courses.
- 2020SU– **Lead of Media-JI**, *SJTU-UM JI Student Union*  
2021SU Served as a leader of the media and communication department of UMJI's Student Union at Shanghai Jiao Tong University. Led the team to design visual and promotional materials for campus activities like student handbooks and organized workshops.

## Technical Skills

- Languages C/C++, Java, Python, Elm, MATLAB, CSS, C#  
Technologies  $\text{\LaTeX}$ , Git, Unity, Adobe Photoshop, Adobe Premiere Pro

## Relevant Courses

- |             |                                   |         |                              |
|-------------|-----------------------------------|---------|------------------------------|
| EECS485     | Web Systems                       | EECS490 | Programming languages        |
| EECS494     | Computer Game Design              | EECS493 | User Interface Development   |
| EECS498-008 | Deep Learning for Computer Vision | EECS376 | Computer Science Foundations |

## Honors

- Award 2020 University Physics Competition, Silver Medal