

Hangyul Yi

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EDUCATION

University of Calgary | Schulich School of Engineering, Bachelor of Science
Software Engineering

2026
Calgary, AB

EXPERIENCE

Web Developer, BMERIT

10/2023 – Present

- Maintained the team's website(<https://bmerit.web.app>) utilizing skills in HTML, CSS, and JavaScript
- Utilized Firebase for hosting, authentication, and database management
- Designed responsive web layouts using Figma for various devices and screen sizes

Calgary, AB

Microelectronics Technician, Escape Hour

06/2023 – Present

- Completed over 100 electronic assembly projects with high precision and attention to detail
- Troubleshoot computer interfaces for equipment, resolving technical issues for over 50 systems
- Leveraged C++, Arduino programming to integrate interactive features into 20 custom electronic solutions, enhancing the immersive experience for escape room participants

Calgary, AB

KOR-ENG Translator, Voithru Inc.

05/2022 – Present

- Enhanced accuracy in interpreting audio transcripts by 30%, minimizing misinterpretations
- Ensured quality of 100+ projects with proofreading and syntax review for Multi-Channel Networks(MCN)
- Maintained strict confidentiality in handling sensitive and confidential information during translation

Seoul, South Korea

Video Timer, SubUP.io

06/2021 – 06/2022

- Optimized video localization efforts by processing videos and calibrating subtitles & timestamps with a 0.5-second margin of error, achieving 100% format accuracy
- Boosted customer satisfaction by 15% through improving translation accuracy

Seoul, South Korea

PROJECTS

Flower Image Classifier

- Developed a deep learning image classifier using PyTorch, VGG16 architecture and a dataset of 10,000 flower images
- Designed Python scripts with command-line training options using argparse module to specify directories, architecture, hyperparameters, and GPU usage
- Implemented the top-K predictions method to provide the most probable flower classes, enabling users to see a range of potential labels
- Employed Matplotlib and Seaborn to create informative data visualizations such as bar graphs to display classification results

Handheld Retro Video Game Console

- Programmed a game featuring randomized falling objects using C++, Arduino technology and the TFT_eSPI header
- Increased user retention by 30% by implementing a points reward system, creating a more immersive gaming experience
- Designed a 3D casing for the project using Fusion360, resembling a retro arcade machine

Mini Indoor Garden

- Created Arduino-based autonomous water system to address specific moisture levels in soil, using C++, moisture sensor, and a water pump diminishing manual labor by 90%
- Utilized sustainable and recycled materials to construct a 100% recyclable product

EXTRACURRICULARS

Communications Team Member, BMERIT

10/2023 – Present

- Collaborated with club leadership to create communication strategies, ensuring consistent branding
- Designed promotional materials, including posters, flyers, and graphics to promote club initiatives

Calgary, AB

Jr. Vice President Operations, DeepRacer Calgary

03/2023 – 04/2024

- Created AWS DeepRacer regulation compliant tracks and walls with precise measurements
- Streamlined race car resetting process by 25% through implementation of software and digital tools, increasing efficiency in the start line
- Coordinated personnel to time racers and update leaderboard to ensure accuracy and timeliness

Calgary, AB

SKILLS

Languages:

C++, Python, HTML/CSS, Java, Swift, C, JavaScript, TypeScript

Technologies/Framework:

PyTorch, React, Next.js