

Yuanlai (Lyle) He

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Education

McMaster University	Sep 2023 – May 2025 (Expected)
M.Eng. in Systems and Technology, GPA 4.0/4.0, 4-12 months Co-op	Hamilton, ON, Canada
Beijing Jiaotong University	Sep 2017 – Jun 2021
B.Eng. in Computer Science and Technology, Major GPA 3.42/4.0	Beijing, China

Work Experience

Ford Motor Company	Sep 2024 – Apr 2025
Software Development Intern; C/C++, Linux/QNX, Ethernet link, IP layers	Ottawa, ON, Canada

- Developing networking software for next-generation connected vehicles using C/C++ on QNX and Linux platforms.
- Working with lower-layer protocols to build scalable frameworks for in-vehicle applications and services.
- Troubleshooting Ethernet link and IP layers. Scripting with Python and shell scripting for automation tasks.

LABonWEB	Jan 2024 – Apr 2024
Software Development Intern; Javascript, HTML/CSS, React, Next.js, TypeScript, Python, LLMs	Toronto, ON, Canada

- Spearheaded the development of an AI assistant for a web-based lab simulation platform using Large Language Models (such as Llama3), JavaScript, React, and Next.js, which reduced manual input errors by 25%.
- Designed and implemented comprehensive unit and integration tests, reducing bug rates by 20% over previous iterations.

Changan Automobile	Aug 2021 – Jul 2023
Software Engineer; Swift, Linux, Objective-C, UIKit, CocoaPod, MQTT, Python, Django, Flask	Chongqing, China

- Managed and improved the Python Django microservice architecture for the mobile app Question-Answer system.
- Collaborated with DevOps team to strategize and execute service migration and redeployment to upgraded servers.
- Optimized the iOS APP development process by integrating TestFlight for beta testing and crash analysis, reducing bug resolution time from 2 days to 1 hour, enhancing team collaboration, and elevating testing quality.
- Implemented an innovative iOS interface for a car self-parking system using Swift, UIKit, Alamofire, live video streaming and a web-based dynamic 3D car model and map, enabling real-time car parking control and monitoring.
- Collaborated on an iOS APP refactoring and componentization, achieving a 10% codebase reduction, faster third-party library integration, improved code reusability and maintainability, and introduced unit and integration testing.
- Mastered WebKit to seamlessly integrate web-based pages with iOS native applications, enhancing app functionality.

Institute of Network Science and Intelligent Systems, Beijing Jiaotong University	Aug 2020 – Jul 2021
Application Research Assistant; Java, Linux, MySQL, Redis, JSP, Tomcat, MVC, Git, HTML/CSS	Beijing, China

- Developed a Literature Management and Forum System for academic research, enabling users to manage and share academic papers and discuss research topics for a team of 20+ researchers, reducing paper management time by 50%.
- Reduced the latency by 32% when accessing the system by utilizing a Redis cache layer for frequently-used contents.
- Dockerized all services and deployed the system on the cluster to secure stability and serve multiple users 24/7.
- Wrote detailed documentation of 40+ about the environment setup, system architecture, and user manual for a team.

Projects

Better Sleep iOS Application with the Internet of Things (IoT)	Sep 2023 – Nov 2023
Swift, UIKit, MQTT, Google Firebase, Arduino, Adafruit, Google Cloud Run, Cloud Pub/Sub	

- Developed a sleep environment monitoring iOS dashboard APP and IoT system for real-time MQTT-based dehumidifier controlling using Swift, UIKit, Charts, Google Firebase, and Arduino.
- Utilized Google Firebase for secure authentication and data storage, boosting app functionality and user experience.