LUBIN YE

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About

I am a Computer Science student who loves building software to enable people to do what they couldn't do before. I am passionate about innovation, and I am eager to learn new technologies. My academic background and experience have allowed me to develop technical skills in various programming languages and technologies, as well as problem solving skills, teamwork, and communication

Skills

- **Programming languages:** Java | C++ | C | Python | ROS | HTML | CSS | JavaScript | Swift | LaTex | SQL
- **Frameworks:** TensorFlow | Keras | Django | Tailwind | React
- **Technologies:** Git | AWS | Docker | MySQL | Oracle | GitHub | Gitlab | VS Code | Clion | Eclipse
- **Languages:** English (Proficient), Spanish (Native), Chinese (Native)
- **Technical skills:** Frontend | Backend | Full-Stack | Software Developer | Product Marketing | Digital Marketing

Work Experience

Research & Development Engineer Intern   **ITI (Investigate To Innovate)**   **2023**

- Contributed to the development of an algorithm for human detection using YOLOv5 Artificial Intelligence detection model.
- Refined human detection algorithm to identify individuals up to 78% using **ROS** and **C++**.
- Used Rviz software to control and connect to an autonomous TIAGo robot.
- Simulated real situation environments using rosbag to conduct experimental tests improving accuracy.

Projects

GetPizza Application   **2023**

- Led a 4-member team in developing a **Java**-based food delivery application utilizing **NoSQL**, Typora, and Redis.
- Used cloud server infrastructure for efficient storage of user and order databases.
- Created a Software Requirements Specification (SRS) and UML diagrams for client documentation.

Physics Simulator Project   **2023**

- Designed a user-friendly interface using Swing and HTML for a Java desktop application.
- Implemented the **MVC** architectural pattern and design patterns to ensure code modularity.

Plants vs Zombies Replica   **2022**

- Integrated the original game dynamics using Java and Eclipse IDE.
- Conducted thorough JUnit testing to ensure proper functionality.

Education

Bachelor of Computer Science   **Universidad Complutense de Madrid**   **Current**

- **Relevant Coursework**: Cloud and Big Data, Blockchain, Cybersecurity, Data Structures and algorithms.
- **Honors**: Achieved excellent academic performance in Calculus and Computer Structures.
- **Academic Excellence Scholarship:** Awarded a scholarship for outstanding academic performance (9 - 9.49)

Additional

- **Multimedia Content Production:** created a YouTube channel with 14k+ subscribers about Tech life, Career Advice & Entertainment
- **Mentoring volunteering:** Provided guidance and knowledge to fellow computer engineering students as a mentor **(2023-2024)**
- **Madrid In Game Hackathon:** Created a 2D puzzle game in 48 hours with a 5 members team at Madrid In Game Hack Jam **(09/2023)**
- **Software Tools:** Final Cut Pro X (video editing), Figma, Canva, MidJourney (and other AI Image Generators)
- **Skill Development:** Acquired problem-solving skills from successfully solved over 250 algorithm and data structure problems
- **Interests:** Hackathons, AI tools, App Graphic Design, Personal Investing, Stock Market