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 (Instituto Tecnológico de Información)**   **2023**

- Contributed to the development of an algorithm for human detection using YOLOv5 AI detection model.
- Refined human detection algorithm to identify individuals up to 78% using ROS and C++.
- 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.
- Conducted thorough JUnit testing to ensure proper functionality.

Education

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

- **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
- **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 152 algorithm and data structure problems on DOMjudge and aceptaelreto.com
- **Interests:** Hackathons, App Graphic Design, Personal Investing, Stock Market, Podcasts