

LUBIN YE

Software Engineer seeking 2024 Internships

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About

I love building software to help people to do what they couldn't do before. I am passionate about innovation and using technology to enable others and feel most fulfilled when doing so. I have a curious mindset and eagerness to learn when facing new challenges.

Skills

- **Programming languages:** Java | C++ | C | Python | ROS | HTML | CSS | JavaScript | Swift | LaTeX | SQL | Haskell | Prolog
- **Technologies:** Git | AWS | Google Cloud | Docker | MySQL | Oracle | GitHub | Gitlab | VS Code | Clion | Eclipse
- **Software Tools:** Final Cut Pro X (video editing), Figma, Canva, MidJourney (and other AI Image Generators)
- **Languages:** English (Proficient), Spanish (Native), Chinese (Native)

Work Experience

Research & Development Engineer Intern

[ITI \(Investigate To Innovate\)](#)

2023

- Contributed to the development of an algorithm for human detection using YOLOv5 detection model.
- Developed a human identification algorithm using ROS and C++ for an autonomous TIAGo robot.
- Increased accuracy by 30% by simulating real situation environments using rosbag and rviz to conduct experimental tests.
- Presented project demo, analysis report and algorithm development to 10+ Engineers and PMs.

Projects

Stocks Analytics

2024

- Created a stock market analysis app and designed a commercial website for product demo and results report.
- Increased data sorting efficiency by using python and PySpark from 3 large datasets.
- Deployed software on Google Cloud with Dataproc clusters for a cohesive and scalable solution.

GetPizza Application

2023

- Developed a food delivery app using Java, HTML and Redis NoSQL database for user and order storage.
- Led team workflow and coordinated tasks among teammates to meet deadlines using GanttProject.
- Organized weekly meetings to discuss work in progress and analyse product results.
- Created Software Requirements Specification (SRS) and UML diagrams for client documentation.

Physics Simulator

2023

- Developed an educational physics app for high school students using Java and HTML.
- Designed a user-friendly [interface](#) and app layout using Figma.
- Taught design patterns pattern to teammates and implemented MVC architectural ensuring code modularity.
- Conducted thorough JUnit testing to ensure proper functionality.

Education

Bachelor of Computer Science

Universidad Complutense de Madrid

Graduating May 2025

- **Coursework:** Cloud & Big Data, Scripting & Programming, Blockchain, Cybersecurity, Data Structures & Algorithms, Artificial Intelligence
- **Skill Certificates:** Networking, Personal Branding, Time Management
- **Honors:** achieved excellent academic performance in Calculus and Computer Structures
- **Academic Excellence Scholarship:** awarded scholarship for outstanding academic performance

Leadership

- **Multimedia Content Production:** created a [YouTube](#) channel with 13k+ subscribers about Tech life, University & Career Advice

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- **Mentoring volunteering:** helped and provided guidance to freshmen computer science students as a mentor
- **MUN Delegate:** represented and defended a country's position and interests at the United Nations Development Programme
- **Madrid In Game Hackathon:** led a 2D puzzle game project in a 5-member team at Madrid In Game Hack Jam under 48 hours