

# LUBIN YE

📞 645 45 63 50 | ✉️ lubinyee@gmail.com | [in LinkedIn](#) | [🌐 itslubin.com](#) | [🐙 GitHub](#)

## About

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I am a Computer Science student who loves building software to enable people to do what they couldn't do before. I am passionate advocate for innovation and, I am always eager to learn new technologies. My academic background and experience have not only allowed me to develop technical skills, but also team collaboration, problem-solving skills, adaptability, and communication.

## Skills

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- **Programming languages:** Java | C++ | C | Python | ROS | HTML | CSS | JavaScript | Swift | LaTeX | SQL | Haskell
- **Frameworks:** TensorFlow | Keras | Django | Tailwind | React
- **Technologies:** Git | AWS | Google Cloud | 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

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<b>Research &amp; Development Engineer Intern</b>	<b><u>ITI (Investigate To Innovate)</u></b>	<b>2023</b>
<ul style="list-style-type: none"><li>• Contributed to the development of an algorithm for human detection using YOLOv5 Artificial Intelligence detection model.</li><li>• Refined human detection algorithm to identify individuals up to 78% using <b>ROS</b> and <b>C++</b>.</li><li>• Used Rviz software to control and connect to an autonomous TIAGo robot.</li><li>• Simulated real situation environments using rosbag to conduct experimental tests improving accuracy.</li></ul>		

## Projects

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<b>GetPizza Application</b>	<b>2023</b>
<ul style="list-style-type: none"><li>• Led a 4-member team in developing a <b>Java</b>-based food delivery application utilizing <b>NoSQL</b>, Typora, and Redis.</li><li>• Used cloud server infrastructure for efficient storage of user and order databases.</li><li>• Created a Software Requirements Specification (SRS) and UML diagrams for client documentation.</li></ul>	
<b>Physics Simulator Project</b>	<b>2023</b>
<ul style="list-style-type: none"><li>• Designed a user-friendly <a href="#">interface</a> using Swing and HTML for a Java desktop application.</li><li>• Implemented the <b>MVC</b> architectural pattern and design patterns to ensure code modularity.</li></ul>	
<b>Plants vs Zombies Replica</b>	<b>2022</b>
<ul style="list-style-type: none"><li>• Integrated the original game dynamics using Java and Eclipse IDE.</li><li>• Conducted thorough JUnit testing to ensure proper functionality.</li></ul>	

## Education

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<b>Bachelor of Computer Science</b>	<b><u>Universidad Complutense de Madrid</u></b>	<b>Current</b>
<ul style="list-style-type: none"><li>• <b>Relevant Coursework:</b> Cloud and Big Data, Blockchain, Cybersecurity, Data Structures and Algorithms, Artificial Intelligence</li><li>• <b>Skill Certificates:</b> Networking, Personal Branding, Time Management</li><li>• <b>Honors:</b> Achieved excellent academic performance in Calculus and Computer Structures.</li><li>• <b>Academic Excellence Scholarship:</b> Awarded a scholarship for outstanding academic performance (9 - 9.49)</li></ul>		

## Additional

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- **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