Lubin Ye

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EDUCATION

- **Complutense University of Madrid** — Madrid, Spain
  BSc in Computer Science — *Sep 2021 - June 2025*
  - **Thesis**: Developing a portable, energy-efficient EDGE-AI device for real-time detection of household appliance sounds to assist the hearing-impaired. Implementing a CNN-based sound classification model on an ESP32 microcontroller, optimized using TensorFlow Lite. Achieved a 91% success rate in sound detection.
  - **Honors**: Achieved excellent academic performance (MH) in Calculus (9.5/10), Computer Structures (10/10) and Concurrent Programming (9.1/10)
  - **Relevant Courses**: Operating Systems, Data Structures, Analysis Of Algorithms, Cloud and Big Data, Artificial Intelligence, Machine Learning, Computer Networks, Databases, Programming and Scripting
  - **Skill Certificates**: Personal Branding, Time Management, Presentations, Networking

- **Helios High School** — Valencia, Spain
  Spanish Bachillerato; GPA: 10/10 — *Sep 2019 - June 2021*
  - **Honors**: First Class Honors and Cohort Best Performer; Special Mention in Mathematics and Physics
  - **EvAU University Admission Score**: 13.184/14

SKILLS

- **Languages**: Python, Java, C, C++, TypeScript, SQL, HTML, CSS, Bash, Haskell, Solidity, Swift
- **Frameworks**: Django, Flask, React, Hibernate Envers, Bootstrap, NodeJS, Scikit, TensorFlow, Keras
- **Technologies**: Linux, AWS, Google Cloud, Docker, Git, PostgreSQL, MySQL, SQLite

EXPERIENCE

- **Itestra GmbH** — Madrid, Spain
  Software Engineer Intern — *June 2024 - Aug 2024*
  - Contributed to a €4-million-valued enterprise microservice application using cutting-edge technologies.
  - Enhanced user experience and resolved application bugs through web development using React, Bootstrap, and Ant Design.
  - Diagnosed and resolved API call issues, improving efficiency and performance using Java, PostgreSQL, and Hibernate.

- **ITI (Investigate To Innovate)** — Valencia, Spain
  Research & Development Engineer Intern — *June 2023 - Aug 2023*
  - Developed a human identification model using YOLOv5 as part of the AI open-source initiative CE.LIA funded by NextGenerationEU and the Spanish Government's Ministry of Science and Innovation.
  - Integrated neural networks for an autonomous robot (TiaGo), leveraging ROS and C++ for seamless operation.
  - Automated robot-generated data analysis using Python, transforming raw data into visual representations for core experiments.
  - Enhanced detection accuracy by 30% through simulation of real-life environments using rosbag and rviz for experimental tests.

PROJECTS

- **Voting System (Blockchain, Solidity, Smart Contracts)**: Designed and implemented a decentralized quadratic voting system in Solidity for DAOs on Ethereum. Integrated ERC-20 token standards with smart contracts to manage voting processes and dynamically execute funding proposals. Enhanced secure and fair governance by 10% following vulnerability testing. (May 2024)

- **Server-Client File Transfer System (Parallel Computing, Synchronization)**: Developed a parallelized server-client application for secure file uploads and downloads, integrating MongoDB for user data management. Designed the architecture implementing synchronization techniques (locks, semaphores, and monitors) and socket communication, incorporating client and server listeners for thread-safe operations. (April 2024)

- **Stocks Analytics (Big Data, Distributed Computing, Web Development)**: Implemented a stock market data analysis application and developed a commercial website for product demonstrations and performance reporting. Leveraged Python and PySpark to process 150GB of financial data, achieving a 5% improvement in data sorting efficiency. Deployed the solution on Google Cloud Dataproc clusters for enhanced scalability. (November 2023)

- **GetPizza Application (Java, NoSQL)**: Designed and implemented a food delivery application leveraging Java and Redis NoSQL for efficient user and order data storage, improving database indexing efficiency by 9%. Implemented design patterns (Decorator and Singleton) to enhance code reusability and scalability. Directed team collaboration using GanttProject for task allocation and milestone tracking and conducted weekly progress reviews and performance analyses. Produced detailed Software Requirements Specification (SRS) and UML diagrams for client-facing technical documentation. (May 2023)

- **Physics Simulation Interface (GUI Development, Design Patterns)**: Developed a physics simulator with a graphical user interface (GUI) employing MVC design pattern, enabling dynamic visualization and interaction with simulations. Incorporated other design patterns (Factory, Observer, Builder) to ensure modularity and scalability. Utilized JSON files for input and output planetary simulation data handling. (April 2023)
- **Rummikub (Game Development, C++)**: Designed and implemented a simplified version of the Rummikub board game in C++ with a console interface. Developed modular code architecture using multiple interdependent files for functionalities, including dynamic memory management to optimize performance. (April 2022)

Scholarships & Awards

- **MEC Scholarship (Ministry of Education, Spain)**: Awarded MEC scholarship annually from 2021 to 2025 covering tuition fees at Complutense University of Madrid and partial living expenses.
- **First Place Winner - DigiEduHack Local Hackathon 2024 (NextGenerationEU Funded)**: Developed an augmented reality application for inclusive education within 24 hours and presented the project at the Aravaca Innovation Lab.

Volunteering

- **Event Volunteer at IX Computer Science Week (Academic Year 2022/2023)**: Assisted in welcoming attendees, supporting speakers, and conducting workshops.
- **Class Representative: Complutense University of Madrid (2023)**: Represented fellow students within the faculty and coordinated with professors to solve problems.
- **University Mentor (2022-2024)**: Helped and provided guidance to first-year computer science students as a mentor during their first term.

Extracurricular

- **Google Marketing Challenge**: Innovated an Ad Tech marketing strategy solution to propel businesses in just 90 minutes.
- **NASA Space Apps Challenge**: Designed and developed under 48 hours "Challenge Earth", an educational simulation game to solve UN Global SDGs.
- **Madrid In Game Hackathon**: Developed a 2D puzzle game and led a 5-member team's organization under 48 hours.
- **MUN Delegate**: Represented and defended a country's position and interests at the United Nations Development Programme.