

James Young

☎ +852 95731718 | ✉ jyyoungaa@connect.ust.hk | 🌐 jamesyoung-15 | 💼 linkedin.com/in/jamesyyoung

EDUCATION

The Hong Kong University of Science and Technology
BEng in Electronic Engineering

Hong Kong
Sept. 2020 – Present

RELEVANT COURSEWORK

- Intro. to Computer Science
- Programming with C++
- Object-Oriented Programming and Data Structures
- Intro. to Computer Organization and Design
- Computer Communication Networks
- Electro-Robot Design
- Electronic Circuits

SKILLS

Programming Languages: C, C++, Javascript, Python, SQL (Postgres)

Hardware: STM32, ESP, Raspberry Pi, Arduino

Protocols: UART, I2C, SPI

Tools/Platforms: Git, Docker, Linux

WORK EXPERIENCE

IoT Intern | Graphite Venture Limited 📄

December 2022 – May 2023

C++, ESP32, Arduino

(Full and Part Time)

- Developed Arduino libraries for reading water sensor data with ESP32 and sending sensor data to AWS IoT Core through MQTT with a SIM7600G module.
- Used RS485 for reading sensor data with ESP32 and USART for sending data to sim module.
- Created an Arduino library for communicating to multiple ESP32 with ESP-Now protocol.

PROJECTS

Mini Robot Cleaner 📄 | *STM32, C, Python*

- Created a robot car with a STM32 board that can be wirelessly controlled through UDP transmissions and also has an autonomous free roam mode
- Integrated the bubble rebound algorithm for obstacle avoidance in free roam mode using 3 ultrasonic sensors
- Used Python for socket programming to send and receive UDP transmissions and PyQt5 to create GUI to control robot wirelessly

IoT Air Quality Monitor 📄 | *STM32, ESP32, C*

- Created an IoT monitoring station where users can view the temperature, humidity, CO2, and TVOC sensor readings on a web browser.
- Measures sensor data via I2C with STM32, then sends sensor data to ESP32 through UART.
- Used ESP32 to create web server and sends sensor data as HTTP response to client requests.

Tic-Tac-Toe w/ Minimax AI 📄 | *C++*

- Created a terminal tic-tac-toe game with option to either play against AI or another person.
- AI uses minimax algorithm to determine the best move each turn. Used tree data-structure for storing different board states in each turn.

EXTRACURRICULAR ACTIVITIES

- HKUST Football Team

Jan. 2021 - Present