JED YEO

Engineering Physics Student

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WORK EXPERIENCE

Undergraduate Teaching Assistant

UBC Computer Science Dept.

Sept 2019 – Present Vancouver, B.C.

- TA for Data Structures and Algorithms (CPSC 259) and Introductory Programming (APSC 160)
- Led multiple lab sessions a week, engaging junior students in programming tutorials and lab activities
- Created and graded assessments such as homework assignments, coding quizzes, and midterm examinations

Developer Co-op

Plantiga Technologies

Jan 2020 – Apr 2020 Vancouver, B.C.

- With Google Cloud Platform, developed a data pipeline in Python and ReactJS to anonymize patient data and activities for the admin-facing interface of the data analytics platform ensuring HIPAA compliance
- Created an automated reporting system in Python which responded to user requests through the Slack API, and returned a patient report with past data and activities
- Aided in prototyping and development of a novel Smart Charging Dock in Golang, with a focus on Bluetooth communication

PROJECTS

RecruitCare - Club Managing App

UBC Launchpad Sept 2020

- With UBC Launchpad's development team, engineered a new recruiting platform that streamlines the intake process for student clubs and small organizations
- Used ReactJS to design a modular dashboard to display applicants and their profiles to recruiters
- Collaborated with the back-end team to ensure integration of the front-end components with the back-end server and database using Postman

Autonomous License Plate Reading Robot

Software Course Project Sept 2020

- In a team of 2, collaborated remotely to design and develop a fully autonomous virtual robot in ROS Melodic to read and identify license plates within a virtual world.
- Used classical computer vision techniques to control the robot's movement by leveraging scipy functions and achieving a 100% completion rate of the circuit
- Designed a custom convolutional network to identify alphanumeric characters on license plates, with the model reaching 99% accuracy on testing data sets

EDUCATION

BASc, Engineering Physics

University of British Columbia

Sept 2017 – Present

- Minor in Honours Mathematics
- Expected Graduation – May 2023
- Available for **4 months** starting May 2021

SKILLS

Programming

Python | Jupyter Notebook | Java | C/C++ | Golang | ReactJS | MATLAB

Electrical

Circuit Design & Analysis | Digital Logic Design | Soldering | Multimeter | Oscilloscope

Software

Google Cloud Platform | Git | JUnit | Quartus | ModelSim | Word | Excel | Powerpoint | HMI Programming | Postman

COURSEWORK

- Principles of Software Architecture
- Computer Vision & Machine Learning
- Data Structures & Algorithms
- Robotics Design & Prototyping
- Experimental Laboratory Techniques
- Circuit Design & Analysis
- Microcomputers & Digital Logic
- Mathematical Proof
- Applied Probability
- Signals and Systems

INTERESTS & HOBBIES

- Freestyle Snowboarding
- Investing in Stocks
- Ice Hockey
- Bullet Chess
- Video Gaming
- Gourmet Cooking & Barbecuing