Junhao (Tony) Yuan

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EDUCATION

B.S. Computer Science | Paul G. Allen School of Computer Science & Engineering, University of Washington
Expected Graduation: June 2023 | GPA: 3.65

WORK EXPERIENCE

Student Assistant | Pasupathy Lab, University of Washington | September 2021 - Present

- Curate and maintain automatic backups of multiple machines onto a local server using BeyondCompare.
- Setup and maintain on-site NAS, using RHEL on a Dell PowerEdge.
- Redesign lab website using the React framework.
- Self-lead multiple projects, including research for latest technological trends to optimize resources.

Guest Experience Specialist | Space Needle | Seasonal (June 2019 – August 2019, December 2019 – January 2020)

- Provided tourists with accurate historical information about the Space Needle.
- Alleviated waiting times by maintaining order, handling high volume tourist traffic.
- Provided expert photography for guests efficiently.

Asset Management Intern | Port of Seattle | July 2018 – August 2018

- Asset collection for the properties and marinas of the Port of Seattle.
- Preliminary development of asset tracking software.
- Composed and revised Port-wide policies regarding Small and Attractive Assets.
- Increased team productivity by 30% using Airplane Mode as a workaround for data collection software.
- Team was nominated for an internal innovation award at the end of the internship program.

VOLUNTEER & LEADERSHIP

Internal Staff Member | Gaming Association at UW | October 2019 - Present

- Worked with the video game industry to bring events to the University.
- Co-led a project as the manager of the editorial team.
- Hosted workshops and game nights to connect members of the community together.

PROJECTS

Interactive Visualization | CSE 442 | December 2022 | wwyfv2.tnyyn.com

- Use SQL to clean and compose data, storing it using Supabase as an API.
- Used Vega-lite to create visualizations related to COVID-19 and its effects on travel in the US.
- Designed and created website using React and the globe.gl framework to showcase an interactive article.

Computer Vision | CSE 455 | March 2022 | cat-dog.tnyyn.com

- Used PyTorch to train Convolutional Neural Networks to classify images into categories.
- Trained from scratch using DarkNet.
- Trained using transfer learning using ResNet 18 and ResNet 18 SWSL.

Social Media | Hack'20 | August 2020

- Prototyped a mobile social media app that encourages human connection in a healthy, non-competitive manner, and assists with building mindful habits.
- Designed with Figma and Adobe Photoshop.
- Next step in the project is to implement the designs into a mobile application using the Android SDK.