Junhao Yuan

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Education

B.S. Computer Science
University of Washington, Seattle, WA

Work Experience

Software Engineer
Center for Reproducible Biomedical Modeling, Seattle, WA
May 2023 – August 2023

- Designed and developed Reproducibility Portal, a web UI for biology researchers to access published articles and associated models/simulation in BioSimulations.
- Assisted in the design and development of a data model for BioSimulations Applications.
- Assisted in the development of REST API for Reproducibility Portal.

Student Assistant
ShapeLAB @ University of Washington, Seattle, WA
September 2021 – May 2023

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

Asset Management Intern
Port of Seattle, Seattle, WA
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.
- The team was nominated for an internal innovation award at the end of the internship program.

Projects

Video Game
holodash.jhyn.dev

- Created a side-scrolling rogue-lite hack and slash game with Unity.
- Conduct private and public playtests to gather opinions and refine development.
- Use analytics and A/B testing to test features and user engagement.

Interactive Visualization
wwyfv2.jhyn.dev

- Used 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
cat-dog.jhyn.dev

- 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.