Ryan Yue

https://ryanyue123.github.io
Cupertino, CA 95014 | yuer1@uci.edu | 408.768.5589

EDUCATION

UC IRVINE
B.S. in Computer Science and Engineering
Irvine, CA
Dean's Honor List
 • Fall 2015 - Fall 2017
Expected June 2019
Overall GPA: 3.93/4.00
Major GPA: 3.95/4.00

COURSEWORK

UNDERGRADUATE
• Design and Analysis of Algorithms
• Data Structures
• Programming in C/C++
• Intro to Artificial Intelligence
• Machine Learning/Data Mining
• Computer Networks
• Intro to Data Management
• Organization of Digital Computers
• Electronic Devices and Circuits
• Discrete-Time Signals and Systems

AFFILIATIONS

• Eta Kappa Nu
• Association of Computing Machinery
• Management and Information Student Society
• Chinese Association UCI

SKILLS

PROGRAMMING
• Python • Swift • Java • C++
• HTML • CSS • Javascript
• SystemVerilog • LaTex

SOFTWARE
• Xcode • Eclipse • Sketch
• Arduino • Mathematica
• Vivado • Jupyter Notebook

SPOKEN
• English • Mandarin

INTERESTS

• Backpacking • Cooking • Basketball
• Fashion • Reading • Guitar

EXPERIENCE

ADVANCED POWER AND ENERGY PROGRAM | Researcher
January 2018 – Present | Irvine, CA
- Investigating effects of V2I technology on fuel consumption and traffic flow.
- Developing Eclipse-based traffic simulation tool using SUMO, Veins, and OMNET++ to explore methods of fuel and time optimization.
- Created Python tool that parses and analyzes XML files to graph vehicle speed vs. fuel consumption at each time-step for all vehicles in simulation.

UC IRVINE SOCIAL LIFE NETWORKS LAB | Researcher
November 2016 – June 2017 | Irvine, CA
- Researched environmental and emotional impacts of food-logging and composed related sections in research proposal.
- Collaborated with a cross-functional team in developing the UI and UX of Fabric–Health Professional, a mobile application designed to help lower risk for pre-diabetic patients via highly customized food recommendations.
- Composed intuitive digital designs of the application using Sketch and InVision.
- Conducted usability testing of application to improve user experience.

PAUL MERAGE SCHOOL OF BUSINESS | Student Web Developer
October 2016 – June 2017 | Irvine, CA
- Created content of business school's website with Cascade Server CMS.
- Converted all website tables to follow mobile-responsive standards through the use of Bootstrap 3 and CSS media queries.
- Built WordPress website for school news, generating 6000+ visits per month.
- Automated creation of 300+ staff and faculty profiles by creating a Python script that reads data from Excel spreadsheets.

PROJECTS

RISC-V PROCESSOR
January 2018 – March 2018
- Designed and developed a pipelined RISC-V processor using SystemVerilog.
- Implemented control modules for data and control hazard detection.

HAVEN | iOS Application
September 2017 – Present
- Developing an iOS application geared towards personalized anonymous chat that promotes deeper conversations between unfamiliar users.
- Building out screens of the user interface in Xcode using Interface Builder.
- Implemented real time multi-user chat functionality using Google Firebase and JSQMessagesViewController

PROJECT ARDUINO October 2017 – December 2017
- Built a scout car with distance sensor, bluetooth module, and motor controller
- Created a Python script to convert and send Tobii EyeX eye tracking data to the Arduino via the HC-05 Bluetooth module

AWARDS

Eagle Scout Award   Awarded by Boy Scouts of America for excellence in leadership.