Shuolin (Leo) Yin

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EDUCATION

University of Toronto Toronto, ON
Computer Engineering, Faculty of Applied Science & Engineering *Sep 2023 – Apr 2027*
- Faculty Of Applied Science And Engineering Admission Scholarship
- Edward S. Rogers Sr. Admission Scholarship

EXPERIENCE

VolunTrack Org. Toronto, ON
Organization President/Founder *Jun 2022 - Present*
- Government-registered non-profit organization with a three-tier management system, during the period combing the organizational structure, formulating strategic guidelines for each department and leading the rapid expansion of the organization, with a leadership of over 40+ people
- Proficient in and use HTML, CSS and JavaScript to develop web and mobile applications under React Native and React JS
- Proficient in back-end database management, application version control, and front-end user interface design to enhance user experience
- Iterated to version 2.0.3 of the application through multiple CI/CD life cycles using Agile development methodology with continuous improvement and user feedback
- Responsible for working directly with 100+ non-profit organizations spreading over Canada and serving as a guest speaker at several seminars to promote the organization.

Canadian Flyers International Inc. Markham, ON
Mechanical Engineer / Airplane Dispatcher *Jul 2022 - Aug 2022*
- Assisted professional mechanical engineers in collecting, summarizing and organizing maintenance data and handing it over to housekeeping staff for uniform filing
- Gained practical skills and knowledge in aviation maintenance, and complied with and passed the safety standard certificate examination in a professional aviation environment.
- Collaborate with departmental professionals and independently complete parts of the project, optimize the layout and implementation of the project route according to the drawings.
- Able to rationalize the scheduling and recording of more than 10 small single-engine aircraft at the airport through the professional platform

PROJECT EXPERIENCE

YiXing Software Development Toronto, ON
Project Leader / Co-Founder *Jun 2023 - Present*
- Lead and create travel planning applications driven by AI LLM with a focus on personalized itineraries and sustainable tourism.
- Become proficient in cross-platform mobile development using React Native and AI integration.
- Fine-tuning and utilizing embedding GPT models (building vector libraries of previously generated plans for similarity matching) to improve output efficiency and quality.
- Learn and become proficient in cloud computing and server management, utilizing AWS for backend development
- Commitment to building customer-centric, innovative and ethically practiced applications at all stages of development

Game Development and Optimization Thornhill, ON
Game Architect / Developer *Feb 2023 - Jun 2023*
- Led and Implemented game architecture and logic with Unity, focusing on game interface design and development
- Enhanced game mechanics and multiple logic algorithms using C#.
- Lead the design of multiple systems and participate in the development of core functionality to the needs of the project team.
- Prototyped the game using Blender and optimized visual solutions for user experience.

SKILLS

Programming Languages: JavaScript, CSS, C, C#, HTML, Python, Matlab, Swift.
Tools/Frameworks: OpenCV, yolo, React Native, React JS, Node.js, jQuery, Xcode, Firebase, Google Cloud, AWS, Unity, LangChain, Git, VS Code, Fusion 360, Blender, AutoCAD, Xcode.