

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 combining the organizational structure, formulating strategic guidelines for each department and leading the rapid expansion of the organization, with a leadership of over 20 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 2.0.1 of the application through multiple development cycles using Agile development methodology with continuous improvement and user feedback
- Responsible for working directly with 100+ non-profit organizations 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

- Participated in aircraft maintenance projects and assisted in data collection and organization.
- Gained skills in aviation maintenance and passed the safety standard certificate examination.
- Collaborated on projects and optimized the layout and implementation according to drawings.
- Managed scheduling and recording of small single-engine aircraft at the airport.

PROJECT EXPERIENCE

YiXing Software Development

Toronto, ON

Project Leader / Co-Founder

Jun 2023 - Present

- Led the creation of travel planning applications driven by AI LLM focusing on personalized itineraries.
- Became proficient in cross-platform mobile development using React Native and AI integration.
- Utilized embedding GPT models for efficiency and quality improvement.
- Gained proficiency in cloud computing and server management using AWS.

Game Development and Optimization

Thornhill, ON

Game Architect / Developer

Feb 2023 - Jun 2023

- Implemented game architecture and logic with Unity, focusing on interface and system design.
- Enhanced game mechanics and logic algorithms using C#.
- Prototyped the game using Blender and optimized visual solutions for user experience.

SKILLS, CERTIFICATIONS, & OTHERS

Programming Languages: JavaScript, CSS, C, C#, HTML, Python, Matlab, Swift.

Frameworks/Backends/Libraries/Engines: React Native, React JS, jQuery, Xcode, Firebase, AWS, Unity.

Tools: LangChain, Git, GitHub, VS Code, Fusion 360, Blender, AutoCAD, Xcode.