

Shuolin (Leo) Yin

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EDUCATION

University of Toronto

Computer Engineering, Faculty of Applied Science & Engineering

Toronto, ON

Sep 2023 – Apr 2027

- Faculty Of Applied Science And Engineering Admission Scholarship
- Edward S. Rogers Sr. Admission Scholarship

EXPERIENCE

VolunTrack Org.

Organization President/Founder

Toronto, ON

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.

Mechanical Engineer / Airplane Dispatcher

Markham, ON

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

Project Leader / Co-Founder

Toronto, ON

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

Game Architect / Developer

Thornhill, ON

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, jQuery, Xcode, Firebase, Google Cloud, AWS, Unity, LangChain, Git, VS Code, Fusion 360, Blender, AutoCAD, Xcode.