# Michael Yuen

**Yuenmich@usc.edu Myyuen@uci.edu**
**https://luxebo.github.io**

## Education

August 2019 - Present **University of Southern California** Los Angeles, CA
- Current student in Masters of Science in Computer Science

August 2016 - June 2019 **University of California, Irvine** Irvine, CA
- Bachelors of Science in Computer Science specializing in Intelligence Systems
- GPA: 3.79, Cum Laude
- Relevant Coursework: databases, operating systems, artificial intelligence, data structures, analysis of algorithms, machine learning, game development, information retrieval, graph theory, computer vision

## Work Experience

August 2019 - December 2019 **CSCI 310 Course Producer** Los Angeles, CA
- Teaching Assistant for Software Engineering course
- Hosted office hours and taught students how to use Android Studio, Apache Ant, JUnit, and Firebase
- Graded coursework and answered debugging and theoretical questions on Piazza (online forum of class)

## Projects

September 2018-December 2018 **Pete The Penguin: A 3D Game using Unity**
- Used the Unity Engine to create a 3D survival game with a group of 7 people
- Did level design, environment, and documentation of the game
- Utilized Agile development through Sprints and iterative development in Github
- Presented and demoed the game in a game showcasing at UCI

October 2018-December 2018 **Kaggle Competition**
- Used sklearn and keras libraries (Python) to build K-Nearest Neighbors, Random Forests, and Neural Networks to predict rainfall for a class competition
- Worked in a group of 3 people through Kaggle's kernels to build a series of ipython notebooks
- Reached the top 10% of the private leaderboard

February 2019-March 2019 **Search Engine**
- Used Python, Mongodb, and Flask to develop a search engine on scraped websites from the ICS domain
- Created an inverted index using Mongodb and a simple GUI with Flask
- Worked in a group of 3 people to implement cosine similarity, tf-idf, and other ranking methods

April 2019-June 2019 **Object Reconstruction**
- Took many images of a dragon model using a set of scanners and a projector
- Used Python's OpenCV and Numpy libraries to generate a mesh from the images taken from scanners
- Used camera calibration to determine camera parameters, generated a baseline mesh from triangulation
- Finalized a mesh from MeshLab using alignment and poisson surface reconstruction.

## Skills

- **Languages:** Python (proficient), C++ (proficient), Java (familiar), SQL (familiar), HTML (familiar), CSS (familiar), Javascript (familiar)
- **Systems and Software:** Windows, Linux, Oracle virtual machine, Visual Studio, Eclipse, Jupyter Notebooks, Numpy/Matplotlib, Unity Engine, Git, Android Studio