MICHAEL YU

(949) 923-5609 | michaelyu678@ucla.edu | github.com/michael1yu | linkedin.com/in/michaelyu678

EDUCATION

The University of California, Los Angeles	BS, Computer Science	2019-2023
University High School	Highest Honors, GPA: 4.6/4.0	2015-2019
Relevant Courses Taken	Data Structures , Intro to Computer Science (C++), C Programming (C), AP Computer Science (Java), Intro to Computer Systems	

WORK EXPERIENCE

SketchyMedical – Software Engineer Intern 11/2019 - Present

Networked and Game Systems Laboratory, University of California Irvine – Research Intern 06/2018 - 09/2019

- Developed secure network joining protocol using Java, Python, and Linux Bash
    - Reduced data transfer times by 50% by implementing data serialization method which allowed for greater amounts of data to be sent over sound
    - Built custom Java library for AES encryption and decryption of data payloads
    - Automated Raspberry Pi network processes using Linux Bash scripts
    - Implemented data-over-sound device communication using Python, Java, and Chirp.io SDK
- Developed native Android application used to conduct patient trials for iXercise platform using Java and Chirp.io SDK
    - Enabled researchers to upload patient trial data using their phones by implementing a UDP Client-Server to communicate with middleware
    - Provided in-app access to real-time biometric data by designing a background service that polls data being broadcast on the network
    - Incorporated network discovery of medical exercise bike using native Android Network Service Discovery
    - Implemented user authentication for the administrative interface using the OkHttp Library

Rescue Robotics Competition, University of California Irvine – Team Lead 08/2015 – 06/2017

- Designed and built an autonomous quadcopter using Python, OpenCV, Fusion 360, and Mission Planner
    - Implemented blob detection of orange buckets using Python and OpenCV
    - Provided on-board location tracking and camera functions using Raspberry Pi
    - Developed search methodology using Mission Planner which resulted in my team placing 1st in the design review competition
    - Designed and 3D printed custom parts using Fusion 360 CAD software

PROJECTS

Easy Planner

- An Android application that creates a digital planner using text extracted from user-uploaded images
- Currently available on the Google Play Store with over 1,300 installs
- Extracted text from images using Google's Mobile Vision API
- Placed 3rd in California Congressional District 48 for the 2017 Congressional App Challenge

Nothing But Stats

- A website, app, and REST API that displays NBA player data using React, Spring Boot, and Firestore
- Automated removal of unnecessary Firestore documents and collections
- Prevented unauthorized API requests by implementing basic HTTP authentication
- Incorporated JSON serialization and deserialization using Gson library

Playlist Tracker

- An Android application and REST API that backups a list of local music playlists and songs to the cloud using Java, Spring Boot, and Firestore
- Reduce the number of expensive file queries necessary by implementing an Android Room database that provides faster access to local playlist files
- Utilized Retrofit library to make asynchronous POST and GET requests to REST API

ADDITIONAL INFORMATION

Technologies: Java, Spring Boot, JavaScript, React, Native Android Development, Retrofit, Gson, Git, Firestore, Fusion 360

Awards: National 4th Place in FBLA Cybersecurity Event, NASA International Space Settlement Design Competition Finalist, 3rd Place Congressional App Challenge District 48, 1st Place UC Irvine Rescue Robotics Design Competition