

Michael Yin

Phone: 647-636-8328
Email: ji.yin@mail.utoronto.ca
Github: <https://github.com/mikeyin97>
Linkedin: www.linkedin.com/in/michael-yin

EDUCATION

University of Toronto

Sept 2015 – May 2019

Bachelor of Applied Science in Engineering Science, **Cumulative GPA: 4.0**

Relevant Coursework: Data Structures and Algorithms, Digital Logic, Computer Programming

PROFESSIONAL EXPERIENCE

Researcher

May 2016 – August 2016

Intelligent Sensory Microsystems Laboratory, University of Toronto

- Worked in a team in the research and development of a wearable biomedical device for performance testing.
- Collected and analyzed research data using frequency processing and machine learning algorithms written in Arduino, Python and MATLAB.
- Stored motion sensor data on a local server with option for public sharing using node.js.
- Animated a 3D model of the human head and torso on a web browser using the local data and code written in HTML, CSS and Javascript.

EXTRACURRICULARS

Mechatronics Design Association, Administrative Team

Sept 2015 - Present

- Developed a sponsorship package outlining the important facets of the club.
- Served as a liaison between the various other subgroups of the club.
- Interacted with various businesses to request sponsorships for club funding.

PROJECTS

AeroGrow

- Created an aeroponics-inspired ultrasonic-misting planting system that digitalizes many of the processes required for efficient plant growth using sensors and actuators.
- Analyzed and optimized plant growth by running machine learning algorithms on collected data.

AI Pong

- Wrote a Python script that acts as the logical intelligence of the computer player in a game of Pong.
- Optimized in order to react immediately to player motion, and generate backspin on the ball in order to confuse the human player.

DinoDash

- Developed an educational game designed for the ROM in which children can run on a mat with embedded pressure sensors. Sensor data will be analyzed electronically to calculate the speed of the children and indicate an analogous dinosaur on a digital screen.

ACCOMPLISHMENTS

Engineering Science Pong AI Tournament – First Place, University of Toronto Scholars Program, 2 times
University of Toronto Dean's List

SKILLS

Proficient in: Python, C, Arduino, HTML, CSS, Microsoft Office
Experience with: MATLAB, node.js, PHP, 3D Modelling, Verilog