

JI TONG (Michael) YIN | Curriculum Vitae

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Education

University of British Columbia, Vancouver, BC
PhD in Computer Science

Sep 2022 -

University of British Columbia, Vancouver, BC
MSc in Computer Science
Average Grade: 94%

Sep 2020 - Sep 2022

University of Toronto, Toronto, ON
BASc in Engineering Science (Major in Engineering Mathematics, Statistics and Finance)
Cumulative GPA: 3.93/4.00

Sep 2015 - May 2020

Academic and Teaching Experience

Research Assistant - X Lab

Sep 2020 - Present

University of British Columbia, Vancouver, BC

- Presently working as a research assistant on various projects under the supervision of Professor Robert Xiao with the goal of completing a Ph.D.

Teaching Assistant

Sep 2020 - Dec 2021

University of British Columbia, Vancouver, BC

- Led tutorials and performed assessment and marking for CPSC304 - Introduction to Relational Databases (for 3 terms) and CPSC344 - Introduction to Human-Computer Interaction (for 1 term)

Research Student

May 2019 - May 2020

University of Toronto, Toronto, ON

- Worked as an undergraduate research thesis under the guidance of Professor Timothy Chan.
- Topic: Analyzing Curling Performance Using a Dynamic Programming Approach.

Research Assistant - Dynamic Graphics Project

May 2017 - Aug 2017

University of Toronto, Toronto, ON

- Conducted NSERC-sponsored summer research partially funded by Professor Kyros Kutalagos.
- Project Description: Calculating 3D Object Depth Using Structured Light Imaging.

Research Assistant - Intelligent Sensory Microsystems Laboratory

May 2016 - Aug 2016

University of Toronto, Toronto, ON

- Conducted a summer research project under the supervision of Professor Roman Genov.

- Project Description: Developing a Novel Biomedical Wearable for Performance Analysis through Unsupervised Machine Learning.

Publications, Presentations and Posters

Drifting Off in Paradise: Why People Sleep in Virtual Reality Conference Paper accepted at CHI 2023	TBD
How Subtle Design in Video Games Impacts Player Experience: Qualitative Studies of Two Design Features M. Sc. Thesis	Aug 2022
How Should I Respond to “Good Morning?”: Understanding Choice in Narrative-Rich Games Conference Paper accepted at DIS 2022 [Acceptance Rate: 23.0%] <u>Honorable Mention</u> Award [top 4.3% of all submissions]	Jun 2022
The Reward for Luck: Understanding the Effect of Random Reward Mechanisms in Video Games on Player Experience Conference Paper accepted at CHI 2022 [Acceptance Rate: 24.7%]	May 2022
Points Gained in Curling: Modelling Curling as a Markov Reward Process Abstract accepted and presented at CORS 2021	June 2021
Calculating 3D Object Depth Using Structured Light Imaging Presentation at Undergraduate Summer Research Conference	Aug 2017

Industry Experience

Software Engineering Intern - Shopify (International R&D Team) Toronto, ON <ul style="list-style-type: none">- Wrote backend code to process and model data given user input for a major new feature.- Created an integration pipeline to allow Shopify partners to incorporate their own applications.- Developed UI widgets to improve merchant experience and collect data on merchant behavior.	May 2019 - Aug 2019
Software Engineering Intern - Stanza (Data Team) San Francisco, CA <ul style="list-style-type: none">- Implemented a backend API platform to centralize ad revenue payments and show revenue statistics.- Developed automated jobs to query for and display engagement data.- Created an event collection and transformation pipeline using AWS tools and Airflow.	May 2018 - Apr 2019

Student and Volunteer Organizations

Student Volunteer, DIS 2022	Jun 2022
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- Verified paper submissions and contacted authors for possible fixes.

Freelance Tutor

Sep 2017 - Present

- Tutored first-year students for an introductory undergraduate computer science course.

Mentor, NSight Mentorship Program

Sep 2016 - May 2020

- Mentored first-year students to help them with the transition to university.

Member, Mechatronics Design Association

Sep 2015 - May 2017

- Developed and implemented marketing strategies to attract corporate sponsors.

Awards, Grants, and Scholarships

Awards

UBC Computer Science 4YF

Sep 2022 - Aug 2026

- \$18,200/year plus tuition, for the first 4 years of PhD studies

MLH Anti-Harassment Hack Award

Jan 2017

HackWithIX, 3rd Place

Oct 2016

The Game, 2nd Place (\$2000)

May 2016

University of Toronto Dean's List (8 times)

Sep 2015 - May 2020

Grants

NSERC Computer Science Undergraduate Student Research Award (\$6000)

May 2017

- Proposal: Calculating 3D Object Depth Using Structured Light Imaging

Scholarships

The Crocker Foundation Bursary (\$2600)

Dec 2016

Mario and Dorothy Pesando Scholarship (\$2567)

Oct 2016

University of Toronto Scholar (\$6000)

Sept 2015