

# JI TONG (Michael) YIN | Curriculum Vitae

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## Education

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**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

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**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

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

## Industry Experience

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

## Student and Volunteer Organizations

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### **Student Volunteer, DIS 2022**

Jun 2022

- 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

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### *Awards*

#### **UBC Computer Science 4YF**

Sep 2022 - Aug 2026

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

#### **President's Academic Excellence Initiative PhD Award (\$940)**

Sep 2022

#### **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