JI TONG (Michael) YIN | Curriculum Vitae

Phone: (437)-972-0987 • Email: jiyin@cs.ubc.ca • Website: http://www.mikeyin.xyz/

Education

University of British Columbia, Vancouver, BC   Sep 2022 -
PhD in Computer Science

University of British Columbia, Vancouver, BC   Sep 2020 - Sep 2022
MSc in Computer Science
Average Grade: 94%

University of Toronto, Toronto, ON   Sep 2015 - May 2020
BASc in Engineering Science (Major in Engineering Mathematics, Statistics and Finance)
Cumulative GPA: 3.93/4.00

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 Kutalakos.
  - 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 Michael Yin, Robert Xiao Conference Paper accepted at CHI 2023 [Acceptance Rate: 28.4%]	Apr 2023
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 Michael Yin, Robert Xiao Conference Paper accepted at DIS 2022 [Acceptance Rate: 23.0%] Honorable Mention 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 Michael Yin, Robert Xiao Conference Paper accepted at CHI 2022 [Acceptance Rate: 24.7%]	May 2022
Points Gained in Curling: Modelling Curling as a Markov Reward Process Michael Yin, Timothy Chan 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)   May 2019 - Aug 2019
Toronto, ON
   - 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.

Software Engineering Intern - Stanza (Data Team)   May 2018 - Apr 2019
San Francisco, CA
   - 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.

Student and Volunteer Organizations

Student Volunteer   Ongoing
  - Student Volunteer at DIS'22, CHI'23

Paper Reviewer   Ongoing
  - Wrote reviews for papers at CHI'23, DIS'23, UIST'23, IMX'23

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

NSERC CGS D   May 2023 - Apr 2026
  - $35,000/year, for 3 years

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