# 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 — Sept 2020 - Present
**MSc in Computer Science**
Average Grade: 93%

**University of Toronto**, Toronto, ON — Sept 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 — Sept 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 to complete a Master's thesis.

**Teaching Assistant** — Sept 2020 - Present
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

**The Reward for Luck: Understanding the Effect of Random Reward Mechanisms in Video Games on Player Experience** TBD
*In submission* for CHI 2022

**Points Gained in Curling: Modelling Curling as a Markov Reward Process** June 2021
Abstract accepted and presented at CORS 2021
Location: Virtual

**Calculating 3D Object Depth Using Structured Light Imaging** Aug 2017
Presentation at Undergraduate Summer Research Conference
Location: University of Toronto, Toronto, ON

**DinoRun: A New Approach to Gamifying Fitness for Children** May 2016
Poster at University of Toronto Praxis Showcase
Location: University of Toronto, Toronto, ON

## 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

**Lead**, UBC Game Development Club Sept 2021 - Present
- Led an interdisciplinary team of 15 students with the goal of developing a fully completed video game at the end of the academic year.

**Freelance Tutor** Sept 2017 - Present
- Tutored first-year students for an introductory undergraduate computer science course.

**Mentor**, NSight Mentorship Program Sept 2016 - May 2020

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

**Member**, Mechatronics Design Association Sept 2015 - May 2017
- Developed and implemented marketing strategies to attract corporate sponsors.

## Awards, Grants, and Scholarships

### *Awards*

**MLH Anti-Harassment Hack Award** Jan 2017
- Award given to the project that best addresses the problem of student harassment.

**HackWithIX, 3rd Place** Oct 2016

**The Game, 2nd Place** ($2000) May 2016
- Semester long competition in which teams engineer a project to benefit the social good.

**University of Toronto Dean's List** (8 times) Sept 2015 - May 2020
- Attained a 80%+ semester average.

### *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