JI TONG (Michael) YIN | Curriculum Vitae

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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

SomniVR - Designing an Experience to Support Sleeping in VR TBD
Submitted to CHI 2023

“Cute Anime Streamers”: Investigating Interactions and Relationships between VTubers and Fans TBD
Submitted to CHI 2023

Drifting Off in Paradise: Why People Sleep in Virtual Reality TBD
Submitted to CHI 2023

How We See Changes How We Feel: Investigating the Effect of Visual Point-View on Decision-Making in VR Environments TBD
Submitted to CHI 2023

How Subtle Design in Video Games Impacts Player Experience: Qualitative Studies of Two Design Features Aug 2022
M. Sc. Thesis

How Should I Respond to “Good Morning?”: Understanding Choice in Narrative-Rich Games Jun 2022
Conference Paper accepted at DIS 2022 [Acceptance Rate: 23.0%]
Honorable Mention Award [top 4.3% of all submissions]

The Reward for Luck: Understanding the Effect of Random Reward Mechanisms in Video Games on Player Experience May 2022
Conference Paper accepted at CHI 2022 [Acceptance Rate: 24.7%]

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

Calculating 3D Object Depth Using Structured Light Imaging Aug 2017
Presentation at Undergraduate Summer Research Conference

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, 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

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