Michael Yin

Phone: 647-636-8328
Email: ji.yin@mail.utoronto.ca
Github: https://github.com/mikeyin97
Linkedin: www.linkedin.com/in/michael-yin

EDUCATION

University of Toronto *Sept 2015 – May 2019*
Bachelor of Applied Science in Engineering Science, ***Cumulative GPA: 4.0***
Relevant Coursework: Data Structures and Algorithms, Digital Logic, Computer Programming

EXPERIENCE

Researcher *May 2016 – August 2016*
Intelligent Sensory Microsystems Laboratory, University of Toronto
• Worked in a team in the research and development of a wearable biomedical device for performance testing.
• Collected and analyzed research data using frequency processing and machine learning algorithms written in Arduino, Python and MATLAB.
• Stored motion sensor data on a local server with option for public sharing using node.js.
• Animated a 3D model of the human head and torso on a web browser using the local data and code written in HTML, CSS and Javascript.

EXTRACURRICULARS

Mechatronics Design Association, Administrative Team Member *Sept 2015 - Present*
• Developed a sponsorship package outlining the important facets of the club.
• Interacted with various businesses to request sponsorships for club funding.

IEEE University of Toronto Student Branch, Hardware Technologist *Sept 2016 – Present*
• Tested and provided feedback and documentation on various electrical circuits.
• Acted as a mentor during electronics workshops and events.

PROJECTS

AI Pong
• Wrote a Python script that acts as the logical intelligence of the computer player in a game of Pong.
• Optimized the script in order to react immediately to player motion and to generate random backspin on the ball.

DinoDash
• Developed an educational game designed for the ROM in which children can run on a mat with embedded pressure sensors. Sensor data is analyzed electronically to calculate the speed of the children and indicate an analogous dinosaur on a digital screen.

Augmented Reality Graph Visualization and Neural Network Simulation
• Created a 3D augmented reality application that parses and visualizes constantly updating JSON data.
• Performed supervised learning using a 3-layer neural network using a given training set for output prediction purposes.

Let Out
• Developed a mobile and web compatible social media platform that allows registered users to anonymously provide and ask for advice regarding their personal issues.
• Incorporated various features to the platform such as a chatbot and a random daily positive quote.

ACCOMPLISHMENTS

Engineering Science Pong AI Tournament – First Place, HackWithIX – Third Place, HackValley – Hack Harassment Project Winner, University of Toronto Scholars Program, 2 times University of Toronto Dean's List

SKILLS

Proficient in: Python, C, Arduino, HTML, CSS, Microsoft Office
Experience with: MATLAB, node.js, PHP, Verilog, Assembly