

# TINGYU SHI

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## EDUCATION

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**McMaster University, *Hamilton, Canada***

**09.2019 – 05.2023**

*Bachelor of Engineering in Software Engineering*

*GPA: 3.96/4*

Awards: Deans' Honour List in 2020 Winter, 2021 Winter, 2022 Winter, and 2023 Winter

**Coursework:** Intro to Machine Learning(A), Scientific Computation(A+), Statistics(A+), Linear Optimization(A), Discrete Mathematics(A+), Data Structure & Algorithms(A-), Engineering Mathematics(Calculus and Linear Algebra)(A+), Intro to Software Development(A+), Software Architecture(A+), Concurrent System Design(A+), Real Time Systems(A+), Operating System(A+)

**University of California San Diego, *San Diego, United States***

**09.2023 – Excepted 06.2025**

*Master of Science in Computer Science*

## INTERNSHIP EXPERIENCE

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**McMaster University**

**01.2023 – 05.2023**

*Teaching Assistant of Course: Comp Sci Practice and Experience: Algorithms & Software Design*

*Hamilton, Canada*

- Monitored labs and guided students with coding exercises, including coding different data structures and algorithms
- Marked code assignments and assisted the professor in marking midterms and final exams

**McMaster University**

**01.2022 – 05.2022 / 09.2022 – 12.2022**

*Teaching Assistant of Course: Intro of Software Development*

*Hamilton, Canada*

- Marked code assignments of students, answered assignment questions, completed assignments solutions, wrote unit testing files, and assisted the professor in marking midterms and final exams

## RESEARCH EXPERIENCE

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**UCSD with Dr. Pengtao Xie**

**09.2023 – Present**

- Collected CT Datasets and processed CT images
- Trained a foundation model for CT images using Masked Autoencoders
- We may finetune the model for specific tasks in the future

## ACADEMIC PROJECTS

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**Digital Twin Forest**

**09.2022 – 04.2023**

*Supervisor: Professor Alemu Gonsamo*

- Conducted literature review about digital twin technologies
- Used parametric modelling to create a virtual representation of the real forest(located at Turkey Point, Ontario, Canada) according to the data collected by the remote sensing lab
- Completed forest data visualization and synchronization between forest data and forest model
- Optimized Unity Terrain Tool for dynamic tree planting

**Software Management Project**

**01.2022 – 05.2022**

*Team Leader*

- Took responsible for team meeting organization and tasks assignment for team members
- Cooperated with team members to complete multiple project documents including problem statement, development plan, software requirements specification, module guide, module interface specification, testing plan, and testing report
- Took charge of game models implementation for game Space Invaders and corresponding testing files, and the implementation of game controllers that interact with users' inputs and game models

**Software Architecture Project**

**01.2022 – 05.2022**

*Team Member*

- Participated in the project to design and implement the system modeling electronic pet
- Cooperated with team members to finish system documents including system requirements, software architecture design, specific models and classes design
- Implemented the electronic pet simulator using Unity

**Social Network Study**

**02.2022 – 04.2022**

*Supervisor: Professor Munther Dahleh*

- Learnt multiple network attributes and different random network models such as Erdős-Rényi model, Configuration model, Preferential Attachment model, etc.
- Looked into different node centrality measurement methods, and analyzed social network data from Twitter, Instagram and Facebook using different centrality measurements
- Prepared and gave presentation of the methodology and results of analysis

## CERTIFICATIONS

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**Certificate 1:** Coursera Machine Learning Specialization

**Certificate 2:** Coursera First Principles of Computer Vision Specialization

**Certificate 3:** Coursera Convolutional Neural Network Course

## TECHNICAL SKILLS

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**Programming Languages:** Python, Java, C, C#, R, SQL, Matlab, Verilog, Assembly

**Software & Tools:** Git, Tensorflow, PyTorch, Kubernetes, Keras, Unity, Doxygen, Latex, Makefile