Michael Yu Wei

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EDUCATION

Georgia Institute of Technology — May 2028
Bachelor of Science in Computer Science — *Atlanta, GA*
Relevant Coursework: Data Structures and Algorithms, Computer Organization & Programming, — **GPA**: 4.0
Discrete Mathematics, Multivariable Calculus, Object-Oriented Programming, Linear Algebra

TECHNICAL SKILLS

Languages: Java, Python, C++, JavaScript, TypeScript, CSS, HTML
Frameworks: Next.js, Tailwind CSS, Spring Boot
Developer Tools: Git, Node.js, Firebase, Vercel, Postman, VS Code, IntelliJ, IDLE
Libraries: React, Swing, Processing, SciKitLearn, PyTorch, Pandas, NumPy, PyGame

EXPERIENCE

Full Stack Web Developer — Sep. 2025 – Dec. 2025
WebDev @ GT — *Atlanta, GA*
- Collaborated on a web application where the user determines campus location based on a student-submitted photo
- Linked application to Firebase authentication, Firestore, and Cloud Storage APIs to save images and user data
- Designed and developed login and game UI using Figma, React, Next.js, and Tailwind CSS to foster a competitive spirit among the university community

Natural Language Processing Research Lead — June 2023 – Nov. 2023
University of Groningen, Netherlands — *Remote*
- Led a team of three to improve a state-of-the-art Ancient Greek inscription lemmatizer with Stanza and Python
- Eliminated 11.83% of errors in testing data by improving edit distance issues
- Wrote a 6-page paper and gave multiple presentations at a symposium for professors and academics to analyze trends in historical data from Ancient Greece efficiently
- Communicated with humanities professors to analyze feedback and implement solutions
- Configured cross-platform access and devised documentation for functionality across different operating systems
- Explored and expanded upon the foundation of a natural language analysis package

PROJECTS

Sprout | *React, Next.js, Node.js, Tailwind CSS, Firebase, Gemini API* — Nov. 2025
- Developed an AI brainstorming mentor in 36 hours with a whiteboard-style interface that prompts idea exploration
- Implemented a drag-and-drop graph design for idea blocks using React components and an HTML canvas
- Designed a modular sidebar that leverages Gemini API to surface context-relevant, credible sources, improving research efficiency and informed decision-making
- Engineered a connection to Firebase API, authentication, and Vercel hosting to publish and secure the website

DocSearch | *Python, Gensim, SciKitLearn, NLTK, Pandas, NumPy, Regex, HTML, CSS* — June 2023 – July 2023
- Led a team of four to develop several document recommendation engines
- Examined likeness metrics of various corpora using Doc2Vec, Bag-of-Words, and cosine similarity
- Designed a website and presented findings to William & Mary College
- Explored various document analysis techniques such as Latent Dirichlet Allocation

LEADERSHIP AND COMMUNITY ENGAGEMENT

Coding Club President, Instructor, Webmaster — Aug. 2023 – June 2025
Long Island Youth Development Inc. — *East Setauket, NY*
- Partnered with a nonprofit organization to teach Java and Python coding languages virtually to 24 students from 5th to 10th grade with the mission of inspiring creativity and fulfilling curiosity
- Accumulated over 180 hours of community service by teaching, creating class material, and designing the website

Teacher's Assistant, Go Instructor — Sep. 2021 – June 2024
Stony Brook Center for Chinese Learning — *Stony Brook, NY*
- Provided opportunities to reinforce students' cultural heritage and proctored oral and written exams
- Accumulated over 150 hours of community service in the classroom by aiding over 50 students ranging from kindergarten to adulthood with class activities
- Fostered passion and skill for the ancient Chinese game of Go by running tournaments and explaining strategies