Yixuan Ye

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EDUCATION

University of Southern California(USC)   Aug 2021 - May 2023
Computer Science Master   Los Angeles
- GPA: 3.73/4.00.

Zhejiang University (ZJU)   Sep 2017 - Jun 2021
Computer Science speciallize in Digital Media Technology bachelor   Hangzhou
- GPA: 3.81/4.00.
- Honors/Awards:Third class academic scholarship((ZJU, 2020&2018), Academic Excellence Model (ZJU, 2020&2018), Social Work Model (ZJU, 2020&2019&2018), Star Minister (Students Union, ZJU, 2018), 3rd Prize of the 32nd National Physics Competition for Middle School Students (Chinese Physical Society, 2015).

AWARDS

TikTok   San Jose
Spot Bonus: Achievement beyond Expectation
- TikTok **Personal Quarterly Awards** : 2024 Q2
- TikTok **Team Quarterly Awards** : 2024 Q2 (developer of Story Thought)
- TikTok **Team Quarterly Awards** : 2024 Q3 (Tech owner and developer of Flip Story)

WORK EXPERIENCE

TikTok   Sep 2023 - Present
iOS Software Engineer   San Jose
- Working as Tech owner and developer on **"Flip Story"** feature, which allow user to capture 2 photos in creation. User can hold button in consumption side to flip and show B side photo. Mainly using **OpenCombine(MVVM)** to finish camera capture logic, edit animation and all consumption interaction logic. This project **increased story publish rate +3%, story interactions+1.8%.**
- Working on **"Story Thought"** feature, which allow user to express feeling in a light mode. Mainly responsible for inbox skylight and profile UI display, data synchronization and story thought player. This project **increased story publish rate +13.5%, story DM rate +4.7%.**
- Mainly working on different types of **interactive stickers** for creation side and consumption side. Mainly using **Swift & Objective - C.** This project increased **story publish rate +1.47%.**
- Working on **"Add comment to story"** feature which allow user to fast repost a comment to a story video. This project **increased story publish rate +3.59%.**
- Working on **"Story Album refactor"** feature. Mainly using **TTKC (internal package), basic album api and OpenCombine(MVVM)** to build component based, reusable album.

Amazon   May 2022 - Aug 2022
Software Engineer Intern   Sunnyvale
- Complete the classification of copyrights, based on **Naive Bayes Model**. Accuracy is about **94%.**
- Deploy the classification module to the Amazon License Compliance(ALC) website based on **Flask and SQLAlchemy**. Supports functions such as online model update, copyrights modification, and demonstration of machine learning credibility.
- Develop CodeSigner digital signature website based on **ruby, rails framework and AWS(EC2, S3, SQS etc).**

ByteDance   Jul 2020 - Jun 2021
Software Engineer Intern   Hangzhou
- Complete the digital character's lip animation. According to the phoneme input mapping to **Blend Shape** animation parameters, adjust the animation **state machine**. Improved animation performance and reduced data redundancy.
- Complete the virtual idol chatbot including UI control logic script, network request module, client animation and other module coding. This tool can be used for offline animation testing of virtual idols.
- Programmed the combat parts of the game with **C# and Lua**, including scene loading, special effects, sound effects, logical calculation and other client-side methods; completed the transformation of the combat scene from 2D to 3D.
- Participate in the development of **DCC** art tools and realize the automatic execution of some art works. For example, automatically generate Materials based on texture files, automatically generate .prefab files based on .fbx files, one-click preview of animation .fbx files, model replacement, and so on. This greatly improves the efficiency of art resource iteration.

MISCELLANEOUS

- **Programming Language / Platform:** Objctive - C, Swift, iOS, MVVM(OpenCombine), C, C++, C#, JavaScript, Lua, Ruby, SQL, Unity, Rails, Angular, AWS, GCP
- **Languages:** English, Mandarin