

YAN SONG KE



Skills

Languages and Frameworks: **C++**, **Python**, HTML, CSS, AngularJS
Tools: Git, SOLIDWORKS, AutoCAD, Arduino, RobotC, Bootstrap

Projects

Personal Website

Dec 2016

- Created an online portfolio using HTML/CSS and Bootstrap

NXT Mindstorm Table Tennis Trainer

Nov 2016 – Dec 2016

- Designed an autonomous table tennis ball shooter using 3-D printed gears, laser-cut acrylic, and NXT sensors
- Programmed and created user interface in RobotC (C based language)

SyncIn

Sept 2016

- iOS and web app created to streamline networking in job fairs, using iBeacons
- Designed and created the web app using AngularJS and Firebase
- Created business plan and sales pitch, presented to multiple judges
- Led team discussion as we switched idea mid-way and implemented previously written code for the new idea

APPC Wind Tunnel

Dec 2015 – Feb 2016

- Constructed a wind tunnel measuring aerodynamic forces on airfoils
- Controlled using Arduino microcontroller and MatLab GUI

Experience

Lead Software Developer – UW BioTron (Powered Arm)

Sept 2016 – Present

- Currently implementing biomedical signal processing algorithm using neural networks in Raspberry Pi

Director of Web Operations – TOPS Program Marc Garneau C.I.

Sept 2012 – June 2016

- Executive of TOPS program website, mentored and managed dev. team
- Worked closely with school administration to maintain website and manage events
- Set up online registration and handled user data during program admissions

Real Estate Assistant – AimHome Realty Inc. Brokerage

July 2015 – Sept 2016

- Communicated with clients and lawyers to finalize documents and acted as a liaison for the agent
- Researched and documented property information for agent
- Updated agent's website with current and archived listings

Education

University of Waterloo

Sept 2016 – Present

- Candidate for Bachelor of Applied Sciences, Mechatronics Engineering
- Recipient of President's Scholarship of Distinction and Engineering Entrance Scholarship
- 95.5% cumulative average