

Michael Yen

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EDUCATION

University of Wisconsin-Madison | B.S. Computer Science | Enrolled

GPA: 3.94/4.0

Computer Science B.S., Expected in 12/2025

Relevant Coursework: Artificial Intelligence, Machine Organization & Programming, Data Structures & Algorithms, Operating Systems, Deep Learning in Computer Vision, Statistics for Science and Engineering

Monta Vista High School | Graduated

High School Diploma, 07/2022

WORK EXPERIENCE

Avalanche Technology – Fremont, CA

May. 2025 – Current, May. 2023 - Jul. 2023

Software Engineer Intern / Durability Test Engineer

- Automated the processing of semiconductor test measurements, reducing manual testing time by 50% and improving data collection efficiency.
- Developed Python scripts to automate and visualize critical measurements, including error rates, temperature fluctuations, and magnetic field strength in semiconductor chips, significantly improving data analysis efficiency.
- Identified and analyzed an unexpected anomaly in the output analysis, where error growth deviated from the anticipated exponential pattern, creating a new direction for ongoing research, leading to enhanced understanding of chip durability.
- Enhanced data collection pipelines using Python, streamlining the process for future testing, and ensured precise calibration of semiconductor measurement instruments through custom Python routines.

Innovacol

May. 2020 – Jul. 2021

Machine Learning Instructor / Social Media Manager

- Helped start an initiative to virtually teach over 30 Colombian and Latin American high school students the fundamentals of Python and machine learning, focusing on empowering high school programmers.
- Designed the curriculum for core computer science concepts and machine learning fundamentals.
- Hosted guest speakers from Google, MIT, and Stanford to expand professional exposure for students.

PROJECTS

Splitech (<https://devpost.com/software/splitech>)

Nov. 2024

- Built the backend for a platform that streamlines group expense management by allowing varying levels of user commitment, solving the challenge of requiring all participants to create accounts.
- Implemented Dijkstra's algorithm using Google Cloud Functions to minimize transactions and optimize debt settlements.
- Deployed the web app on Vercel, providing Guests access to transaction data without requiring account creation.
- Collaborated on a React Native mobile app, Firebase Realtime Database for synchronization, and Auth0 integration for secure authentication and role-based permissions, ensuring seamless functionality for all user roles.

YasuLoL (yasuyen.cc)

Mar. 2024 - Jun. 2024

- Developed a web application designed to assist players in improving their gameplay by displaying detailed match history and statistics for their past 20 games
- Designed the "Ask Yasu" function, an AI-powered assistant that provides personalized gameplay advice and ranked statistics, aimed at helping players enhance their skills and performance
- Obtained and utilized the Riot Games production API key to access detailed match data.
- Utilized Vite, React, Tailwind CSS for a seamless frontend, and Express, Nginx, PM2, RiotAPI, and OpenAI API for backend.
- Developed end-to-end solutions integrating front-end and back-end technologies for web applications.

TECHNICAL SKILLS

Programming Languages

Python, Java, C, C#, JavaScript, HTML, CSS

Tools

React.js, Node.js, Express.js, Vite, Tailwind CSS, GIT, Pandas, PyTorch, PostgreSQL, MongoDB, APIs, Linux, Virtual Machines, VScode, Eclipse

Skills

Machine Learning, Computer Vision, Full-Stack Web Development, Memory Management, Virtual Memory, File Systems, Prompt Engineering

ADDITIONAL INFORMATION

Languages Skills:

English, Japanese, Elementary Chinese

Interests:

Black belt in Judo (16 years), 3 gold medals in USJA/USJF Junior National Judo Champion, 2 bronze medals in Junior Olympic International Judo Championship, Reading
