RAYMOND YEH

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Location: San Jose, CA **GitHub:** https://github.com/yehray
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TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML/CSS, PHP, MATLAB
Software/Frameworks: Spring, Spring Boot, Git, Hibernate, Docker, Node.js, React.js, Express.js, MySQL, Kafka

WORK EXPERIENCE

Blume Global – Associate Software Engineer Oct/18 – Present

- Designed and developed microservices for intelligent transportation management systems.
- Implemented backend services and REST APIs using Spring Boot, Hibernate, Kafka, and MySQL.
- Developed new features for multimodal shipment tracking and automated shipment carrier selection.
- Deployed and released applications using Docker, Kubernetes, and Google Cloud Platform.
- New features are being used by over 6000 shipment carriers.

SASCO – Project Engineer Sept/15 – Jun/18

- Project engineer specializing in commercial electrical construction projects.
- Managed field operations and assisted with budgeting, scheduling, and planning for several multimillion dollar projects.

Georgia Institute of Technology – Teaching Assistant Jan/17 – Jun/17

- TA for machine learning class responsible for grading assignments, class participation, and exams.

University of California, Berkeley – Research Intern, Machine Learning Jan/15 – Aug/15

- Developed a smart thermostat for residential sites under time-based electricity pricing using MATLAB.
- Modeled room temperature as a Hidden Markov Model and used expectation maximization and linear regression to estimate the parameters.

PROJECTS

Fitness Tracker Application Mar/18 – May/18

- Web application to track and predict progress with weight loss based on caloric intake.
- Users can edit fitness data for each day and upload/download data in csv format.
- Implemented a simple neural network in Python to analyze the data.
- Front-end built with HTML, CSS, and Javascript and back-end built with PHP and MySQL.

Java Based Yu-Gi-Oh Game Jan/18 – Mar/18

- Developed a turn based card game inspired by the popular trading card game Yu-Gi-Oh.
- Used Java Swing for GUI components and implemented a simple AI for the opponent.

Lung Cancer Detection Using 3D Convolutional Neural Networks Mar/17– Jun/17

- Analyzed 1500 high resolution CT scan images from the LUNA2016 dataset.
- Preprocessed and trained the data with 3D Convolutional Neural Networks using Tensorflow.
- Able to classify affected lungs with 78% test accuracy.

Airport Fuel Containment and Management Feb/15 – May/15

- Designed a smart storm drain system that detects fuel spills and automatically diverts contaminated water into storage tanks.
- Implemented a modified Dijkstra's algorithm in MATLAB to find optimal locations to place fuel detection sensors.

HONORS AND AWARDS

2015 2nd place National FAA Airport Design Competition: Airport Environmental Interactions Challenge
2015 1st place overall for the 2015 Undergraduate Seismic Design Competition
2014 2nd place overall for the 2014 Undergraduate Seismic Design Competition
2009 Eagle Scout (Boy Scouts of America)

EDUCATION

2015 – 2017 **Georgia Institute of Technology -** M.S. Computer Science
2011 – 2015 **University of California, Berkeley -** B.S. Civil Engineering