

Yiming Yao

Minneapolis, MN | 628-800-4435 | yao00116@umn.edu | www.linkedin.com/in/yimingyao1 |
Personal Website: <https://yimingyao-lab.github.io/AboutMe/>

EDUCATION

- Master of Science in Computer Science** Expected Graduation December 2022
University of Minnesota-Twin Cities, College of Science & Engineering,
Minneapolis, MN | Adviser: Stephen J. Guy
GPA 3.594
- Bachelor of Science in Computer Science** May 2021
University of Minnesota-Twin Cities, College of Science & Engineering,
Minneapolis, MN
GPA 3.612
- Associate of Science in Computer Information Science &
Associate of Science in Mathematics** May 2019
College of San Mateo
San Mateo, CA
GPA 3.343

SKILLS

Programming Languages: Java, Python, C/C++, C#, Ocaml, HTML, Node js, JavaScript
Tools: Android Studio, Unity, Github, Gradle, VisualVM, LaTeX
Software: Microsoft Office, PyCharm, MATLAB, Eclipse IDE, Visual Studio, IntelliJ, R Studio
Operating Systems: Windows, Mac OS, Linux

PROJECTS

- Mathematical Measures to Estimate Partisan Gerrymandering** March 2022 – May 2022
Csci 8715: Spatial Data Science Research, University of Minnesota - Twin Cities
- Formally define six mathematical measurements to estimate partisan gerrymandering
 - Perform the computation for various maps in Minnesota to quantify partisan gerrymandering
 - Analyzing the mathematical behaviors in estimating partisan gerrymandering
 - Validate the effectiveness and accuracy in the experiment
- Flame Simulation** October 2021 - December 2021
Csci 5611: Animation & Planning in Game, University of Minnesota - Twin Cities
- Simulating dynamic fire by implementing particle system technique
 - Reproducing the fire's lifetime by changing material colors of four component of the flame
 - Interaction by users: control torch to burn it with fire and fire movement by direction/ force
 - Generating random behavior of flame through airflow disturbance
- Career Fair Simulation in Visual Reality** October 2021 - December 2021
Csci 5619: Virtual Reality and 3D Interaction, University of Minnesota - Twin Cities
- Implementing user interface to simulate in-person job fair in Unity
 - Using Ray casting to select a target location (Locomotion technique) / Teleportation
 - Using triangle metaphors to change the yaw of selected object to handle difficult operations

- Using the indirect proxy technique to scale the entire scene down and bring it within user's reach with a miniature handled model

EXPERIENCE Summer Intern

IDG Capital, Beijing, China

June 2019 – August 2019

- Guiding the data of NEVs battery's energy density into a statistical model and predicting their efficiency and life
- Engaging and summarizing the information and data of ADAS and algorithms to build the database
- Designing web crawler in python to catch to the NIO stock information in NASDAQ and analyzing the NIO stock price in next five years
- Worked closely with the department director to strategize and implement operations related to market research

LANGUAGE English (SVIEP Level 4), Chinese (Native Language)

AWARDS

University of Minnesota, College of Science & Engineering, Dean's List
College of San Mateo, Cum Laude Honor

Spring & Fall 2021
2017 – 2019