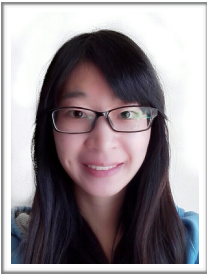


# Yumeng YIN

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## EDUCATION

- National University of Singapore** Aug. 2012 Present
- Bachelor of Engineering (Computer Engineering) (Honors)
  - Expected Date of Graduation : May 2016
- University of California Santa Barbara** Jan. 2015 Mar. 2015
- Student Exchange Program
  - NASA Exchange Scholarship

## INTERNSHIP

- **HP Labs Singapore** May. 2015 Aug. 2015  
Worked in project group Bamboo which conducted researches on big data analysis and provided customised solutions for the government and company partners. My internship scope involve implementing of term level sentiment analysis using spark, implementing web scraper for two popular forums in Singapore to collect data using two methods( general implementing for one time scraping and using Nutch for continuous scraping).
- **HP Labs Singapore** May. 2014 Aug. 2014  
Worked in the project group Bamboo. My internship scope involved using of Java, play framework, hive Hadoop and many other technologies related to Bamboo project. The project required working on a UNIX or Linux platform.

## PROJECT EXPERIENCES

- **Automatic Tuning of Deep Neural Networks with Application to Multimedia Analysis** Aug. 2015 Mar. 2016  
This project tries to explore the possibilities of automating the tuning of neural networks with application to a wide varieties of multimedia tasks by using efficient Bayesian optimization, which is a principled global and local optimization method.
- **Real-Time Translation Android App** Sep. 2015 Jan. 2016  
Involved in a project of implementing real time translation application for users from target fields. The app will detect phrases that spoken by user, filter out non-related phrases and translate related ones. Audio recognising function was achieved by using CMU Sprinx library.
- **BrickBreaker Android Game** Jan. 2015 Mar. 2015  
Redesigned and built an innovative version of the classic 3D mobile game BrickBreaker on Android platform that utilizes phone camera and OpenGL ES. Ideas was inspired by classic DX-ball game and football game.
- **Indoor Real-time Navigation Backpack for Blind People** Aug. 2014 Nov. 2014  
Built a navigation system using Arduino Mega and Raspberry Pi to guide the blind people pass through obstacles and reach the destination. Managed task priorities using FreeRTOS technology.
- **Storm Hunter** Aug. 2014 Nov. 2014  
Designed and presented a solution to harvest energy from storm cloud using a long range laser. Achieved top ten in 'Samsung Solve for Tomorrow' Contest. The project was based on the idea to harvest energy from storm cloud using a long range laser. Helped with video improving.
- **Orbital Program** May. 2013 Aug. 2013  
Jointly built a website for first year student to study GAE and enrich their experiences under Google's Orbital program.
- **Hypermarket Inventory Control and Monitoring System** Jan. 2013 May. 2013  
Built a hypermarket inventory management system for store managers to monitor and maintain their inventory.

## LANGUAGES AND SKILLS

- Languages: English, Chinese
- Programming Languages: Proficient in (Python, Java), Frequent User of (C#, C++, Ocaml), Familiar with( Prolog, C, Scala, VHDL, CSS, HTML, Assembly)
- Machine Learning Related: Nolearn, SKLearn, Lasagne, Block, Keras, Hadoop, Hive
- Used to Unix environment, Experience with Azure, Git and Revision Control tools
- Framework and API: play framework, OpenGL, OpenGL ES
- Platform: Android programming, iOS gaming, GAE, Unity
- Real time operating system, Circuit design, UML modeling, LTSpice