YINUO CHEN

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EDUCATION

Bachelor of Science in Electrical and Computer Engineering Honor May 2023

*GPA: **3.96/4***

Relevant Coursework: Software Implementation, Algorithms, Software Design Lab, Linear Signals & Systems, Intro to Embedded System, Circuit Theory, Linear Algebra, Discrete Math, Probability

Bachelor of Science in Radio Television Film with Japanese Certificate May 2023

Relevant Coursework: Digital Media Production,

The University of Texas at Austin

SKILLS

Programming Language: Proficient with **Java, C/C++, Python**; Familiar with JavaScript, HTML, CSS
Frameworks & Tools: Flask, React.js, Microsoft Office, Photoshop, Premier
Databases: MySQL, MongoDB, DynamoDB
Operating System: Linux, Windows 10, MacOS

PROJECTS

Wearer Speech Detection from Smartwatch Audio with Clustering and One-Shot Samples*(Currently processing for Publication)* Fall 2020- Fall 2021

- Developed search methods for fitting clustering algorithms such as Agglomerative, K-Medoids, and Spectral to categorize audio data.
- Obtained basic machine learning concepts such as supervised and unsupervised learning by collaborating with a mentor.
- Strengthened Python programming, paper reviewing, and data labelling skills in Excel.

Full Stack Web Application: Hardware Resources Management System present

- In progress of constructing a web application for a HaaS system in Python with Flask, MongoDB, React.js, AWS and/or Google Cloud to simulate purchasing for hardware resources.
- Utilized Atlassian to manage development to meet stakeholder needs and maintain Agile standards.

Full Stack JavaFX Application: Interactive Auction System Summer 2021

- Constructed a multi-client tar application to simulate auction events in Java using sockets and streams.
- Implemented a mySQL database to store user and auction item information.
- Learned basic cloud knowledge using Heroku and AWS to deploy project online.
- Learned platform designing tools like JavaFX, Scenebuilder, CSS, etc.

Interactive game Embedded System Final Project Fall 2020

- Developed an original video game using Ti TM4C and Cortex M processor with a partner.
- Created hardware for machine code execution. WHY? HOW?
- interfaced with hardware using C to run the logic of the game and manage I/O and program state.

Relationship of Quasar Redshift and MgII absorption,Client: Dr.Johnson- Princeton University 2018-2019

- Checked the classification and redshift measurements for quasars from the SDSS dr14 quasar catalog.
- Collaborated with 5 team members to analyze quasar foreground and background using python.
- Worked on basic data analysis with Excel to graph correlations between redshift vs. MgII, distance vs. detection rate, etc. for future research purposes.

Accomplishments

First Place;**IEEE Robotics & Automation Society -- Robotathon,** Fall 2019

HackTX Fall 2020

Women's Relief Initiative Social Department Chair; Summer 2020 - now