

# YINUO CHEN

Austin, Texas|(830)-320-1546|[ynchen2829@utexas.edu](mailto:ynchen2829@utexas.edu)

## 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, Python, C/C++**; Familiar with JavaScript, HTML, CSS

**Frameworks & Tools:** Flask, React.js, GitHub, Docker, Microsoft Office, Photoshop, Premier

**Databases:** MongoDB, DynamoDB; Familiar with MySQL

**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, and Heroku 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 projects 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