

Yuhao Yuan

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EDUCATION

University of Toronto	Sept 2025 – Now
Master of Education, Ends in Jul 2027	
Beijing Normal University	Sept 2016 – Jul 2021
Bachelor of Computer Science	

WORK EXPERIENCE

Software Developer - ByteDance Ltd. China	June 2021 - Jul 2024
<ul style="list-style-type: none">Supported Continuous Integration and Continuous Delivery of basic components for China Tiktok iOS Application.Worked on solving user needs and making the app easier to use in different languages and regions.Developed two new applications as the main developer.	
FrontEnd Software Developer Internship - Alibaba Ltd. China	Jun 2020 - Sept 2020
<ul style="list-style-type: none">Used a fast technique called SIMD (Single Instruction, Multiple Data) to apply a blur effect and smooth out the pictures.	

ACADEMIC EXPERIENCE

Software Engineer - pyKeyATM project	Jan 2025 - Now
<ul style="list-style-type: none">Collaborated with Dr. Ji at the University of Toronto to Develop the pyKeyATM R package, designed for abstracting topic words from documents.	
Software Engineer - rBKT project	Aug 2024 - Oct 2024
<ul style="list-style-type: none">Collaborated with Dr. Ji at the University of Toronto to Develop the BKT (Bayesian Knowledge Tracing in Python) R package, designed for modeling and analyzing student learning behavior over time.The project integrates advanced statistical techniques to help researchers and educators track and improve learning outcomes based on cognitive modeling.	
Software Engineer - Entrepreneurial Project	Aug 2021 - Jul 2024
<ul style="list-style-type: none">Developed an Android App called “keysManager” using KotlinLanguageLaunch the product outside of school, continuously tracked the users’ online activities, and updated the App according to the target market’s feedbackAccomplished the goal of the App to manage user’s passwords,create secure passwords, set up network Keychain, and automatically sync all data while maintainingnetwork security	
Researcher - Graduation Design	Aug 2021 - Jul 2024
<ul style="list-style-type: none">Generating 3D model texture maps from actual images.An algorithm using convex hull nearest matching points to iteratively refine the projection matrix.Introduced an automated process for generating texture maps from multiple images, significantly reducing the need for manually marked initial correspondence points.	

- Collaborated on developing a comprehensive model to evaluate soccer team performance using network analysis of player interactions.
- Led the team and won the first prize.

AWARDS

• National Competition Medalist Scholarship	2021
• MCM/ICM (Mathematic-Modeling) Finalist	2020
• MCM/ICM (Mathematic-Modeling) Meritorious	2018
• International Collegiate Programming Contest (Shenyang) Silver Medal	2019
• International Collegiate Programming Contest (Jiaozuo) Bronze Medal	2018
• International Collegiate Programming Contest (Beijing) Bronze Medal	2017
• China Collegiate Computing Contest 3rd Place (Group)	2019
• China Collegiate Programming Contest (Harbin) Silver Medal	2019
• China Collegiate Programming Contest (Qinhuangdao) Bronze Medal	2018
• BNU Programming Contest (7th annual contest) 2nd Place	2018
• BNU Programming Contest (6th annual contest) 2nd Prize	2017
• Jingshi Academic Excellence Scholarship	2017

SOFTWARE LANGUAGE

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- Swift
 - R
 - Python
 - C
 - C++
 - Ruby
 - javascript
 - bash