Shaoxuan Yin

Email: shayi783@student.liu.se
Mobile: (+46) 0762-768555

 Github: https://github.com/qervas
 Personal Website: https://qervas.github.io
 LinkedIn: https://www.linkedin.com/in/shaoxuan-yin-021548170

EDUCATION

- **Linköping University** Linköping, Sweden
  Master of Science in Computer Science *Sep 2023 - Present*

- **Beijing Information Science & Technology University:** Beijing, China
  Bachelor of Engineering in Computer Science and Technology: GPA: 3.5 *Sep 2019 - June 2023*

SKILLS SUMMARY

- **Programming Language**: C++, Python, C, Java, Javascript, Shell, Rust, SQL, R
- **Frameworks**: OpenGL, Android, Qt, CUDA, Three.js, Vulkan, PyTorch
- **Others**: CMake, Git, Docker, Linux(Desktop/Server), Blender

INTERNSHIP EXPERIENCE

- **GienTech Technology Co., Ltd.** Beijing, China
  Software engineer *July 2021 - August 2021*
  - **Online shopping mall applet project**: The project was about an online shopping platform for farmers to conveniently sell their products on WeChat Mini Program. I wrote Java for backend real-time order processing and the interfaces for responding to users' requests.

- **Beijing Guoyao Xintiandi Information Technology Co., Ltd.** Beijing, China
  C++ development engineer *August 2022 - September 2022*
  - : It's a geographic software I participated in. Implemented front-end code including user interfaces and 3D terrain rendering based on Qt and OpenGL.
  - : Also a part of the group implemented customized network protocol modules and socket communications.

PROJECTS

- **Robotics - A martial arts arena fighting wheeled robot (STM32 embedded system development, Teamwork)**: Competition oriented. The robot was able to avoid obstacles in the arena, attack enemy robots, and push them off the fighting stage automatically. Won the third prize in the 2019 China Robotics Cup. As the leader, I did C programming and structure design to help teammates assemble hardware.

- **Analysis of skiing action based on OpenPose (Computer Vision, STGCN, Spatial-temporal graph convolutional networks, Teamwork)**: Research oriented. A real-time skiing movement classifier model. Skiing videos as input and the outcome display with almost 80% accuracy. It is based on two frameworks: OpenPose, to acquire human skeleton coordinates on each frame of videos, and STGCN, to extract features from input coordinates. Published an academic paper with team members. My teammates helped finish the essay and dataset processing, and I accomplished the remaining work.

- **Water Simulation Based on OpenGL**: Use SPH algorithm to simulate water particles and OpenGL to render water particles in real-time. The scene is cubic-like water free falls inside a cuboid container. The user controls a free view of the camera to observe from any position or angle in the world.

- **Retro Vault(Unity 2D Game)**: A tiny 2D puzzle game built with a teammate based on Unity engine.

HONORS AND AWARDS

- Third prize of the China Youth Cup National Undergraduate Mathematical Modeling Contest - Jun, 2019
- Third Prize of BISTU C Programming Contest - Nov, 2019
- Third Prize of BISTU Mathematics Competition - Nov, 2019
- Successful Participant as Mathematical Contest In Modeling - Feb, 2020
- Second Prize of Beijing Intercollegiate Mathematical Modeling Contest - May, 2021