

CHRISTY YAO

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EDUCATION

University of British Columbia
2017 - 2020
Computer Engineering (BASC 2020)
Dean's Honour List
Vancouver, Canada

Danmarks Tekniske Universitet
2018 - 2019
Software Engineering (Study Abroad)
Copenhagen, Denmark

Waseda University
2016 - 2017
Mechanical Engineering (First Year)
Tokyo, Japan

SKILLS

Python ReactJS JavaScript
HTML CSS Java C#

Git Visual Studio VSCode
Raspberry Pi Figma Azure

English - native Mandarin - native
Spanish Japanese Danish

ACTIVITIES

IEEE UBC Branch, ECE Student Society
Women in Engineering Co-Chair 2019, Counsellor 2017 2019

UBC Debate Society
WCNC, UBC IV, Seattle IV, UBC Pac Cup, SFU IV Tournaments

Annual World Collegiate Weiqi (Go) Competition
University of Cambridge, 2018

UBC Triathlon + Tokyo Marathon + Tour de Taiwan
950k, 2016, 2020

International Genetically Engineered Machines (iGEM)
Won Best Model, Parts Collection, Education and Public Engagement

First Robotics Competition
Dean's List Finalist Award, Excellence in Engineering Award

EXPERIENCE

Team Lead and Software Engineer
August 2020 - July 2021
Vancouver, Canada

- Appara.ai
- Systematized the most crucial client-facing feature, which increased client satisfaction and launched an additional revenue stream
 - Constructed and led a team of engineers to implement the largest UI change in 4 years, which streamlined the user experience immensely
 - Designed a new corporate maintenance application to shortcut the user's actions and provide as a separate product to offer clients
 - Maintained product stability through bug fixes and feature improvements in both server and client-side implementations by using SQL Server, Bridge.NET, JavaScript, React, and Chrome tools
 - Facilitated the company's entire testing suite to use xUnit, which drastically improved the testing speed and flexibility

C# Azure Figma Selenium

Software Engineer (Work Learn)
Sept 2019 - May 2020
Vancouver, Canada

- UBC Sauder School of Business
- Converted UBC Canvas platform to use Gutenberg (Wordpress) block style layout to optimize the UBC faculty user experience
 - Facilitated the Gutenberg block style conversion to use card blocks and tab blocks

ReactJS Gutenberg HTML/CSS Wordpress

Software Engineer Intern
June 2019 - August 2019
Copenhagen, Denmark

- LEO Innovation Lab
- Developed a solution for faster medical examinations through remote dermatologists diagnosing skin conditions via client provided images
 - Implemented a web app with image selection and metadata management features to also improve a ML skin diagnosis model

ReactJS Material UI Python

Applications Engineer (Work Learn)
Oct 2018 - June 2019
Farum, Denmark

- Shape Robotics
- Fabricated abundant coding activities to manipulate a robot on Shape IDE for students to learn technical and mechanical engineering skills
 - Represented the company at multiple tech conventions and workshops in Denmark, Sweden, the Netherlands, and the UK

Python Robotics Tech Conventions

PROJECTS

Parking Stall Occupancy Detection
UBC Capstone Project | Sept 2019 - May 2020

- Implemented a deep learning model with YOLOv3 architecture to detect and count vacant/occupied parking spots with a camera mounted on a moving vehicle in real time with a team of 5
- Collected and labeled data from UBC parkades, and improved the model to 91% accuracy after retracting false positive datasets

Python YOLOv3 Machine Learning Deep Learning