

YUN JIA HAO

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EDUCATION

University of Toronto

Sep 2020 - May 2025 (With PEY Co-op)

Bachelor of Applied Sciences, 3rd year Computer Engineering, Cumulative GPA: 3.95, Dean's Honor List

- **Relevant Courses:** Operating Systems (A), Data Structures and Algorithms (A+), Introduction to Relational Databases (A-), Computer Networks (A)
- **Awards:** First Year Summer Fellowship (<10% acceptance rate), Walter Scott Guest Memorial Scholarship (academic merit)

TECHINICAL SKILLS

- **Languages & Tools:** C, C++, JavaScript, Python, Git, MATLAB, SQL, Machine Learning, Perl

WORK EXPERIENCES

Intel

Toronto, ON

Software Engineer Intern

May 2023 – Present

- Led critical data analysis and updates for multiple devices in Intel's Quartus Prime Software, ensuring consistently updated timing data for enhanced performance.
- Devised and improved Python, Perl, and C++ scripts accelerating the data update process by over 30%
- Developed rigorous regression and unit tests for the developed tools, ensuring the reliability and integrity of FPGA design processes while maintaining the highest standards of precision.

PTC

Montreal, QC

Software Engineer Intern

June 2022 – August 2022

- Co-engineered a testing framework from scratch that fundamentally transformed the approach to component-based testing on Thingworx, an IIoT platform.
- Documented, conceptualized, and presented a novel testing model that seamlessly transitioned substantial tests from JUnit to Thingworx, yielding a projected 30% improvement in development efficiency.
- Implemented features enabling visualizations of customizations and deprecations on Out-of-the-Box (OOTB) components using JavaScript, providing invaluable assistance to developers in navigating software updates.

University of Toronto

Toronto, ON

Machine Learning Research Intern

May 2021 – August 2021

- Co-authored research paper for INFOCOM 2022 on the design of *Axiothea*, a 3-layer cross silo federated learning framework used in machine learning.
- Utilized Python to implement methods like federated averaging and quantization, which improved model security and reduced communication overhead by up to 65.28% on machine learning datasets.

PROJECTS

Mapping Application

- Developed a GIS program, harnessing the ArcGIS API and C++, facilitating area visualization for diverse cities by incorporating points of interest, intersections, and street names.
- Utilized optimization mathematics to implement path-finding algorithms like Dijkstra's and A*; Explored strategies like genetic algorithms for solving the travelling courier problem, achieving a top 20% class ranking in algorithmic speed.
- Designed an intuitive user interface while utilizing tools like Git and Scrum-based project management techniques.

Text Conferencing Application

- Created a robust system using UNIX TCP sockets in C that enables multiple users to log in with credentials, participate in group chats, invite others to join discussions, and conveniently view the list of currently online users.

VOLUNTEER EXPERIENCES

Webmaster, Ontario Engineering Competition 2022

June 2021- January 2022

- Led development of an engaging competition website using Squarespace, HTML, and CSS, driving 3000+ site visits with its captivating and user-friendly design.
- Worked closely with cross-functional teams including marketing, and logistics, ensuring the alignment of website content with the overall theme.

Team Leader, Engineering Strategies and Practices, UofT

September 2020 – December 2020

- Led a team of 5 students through weekly meetings, task assignments, and expectations, ensuring effective collaboration and project advancement.
- Engineered a novel locking system for Toronto's green bins to prevent raccoon access, scoring an above average design and a practical solution.