Mincan Yang

Tel. (256)288-6340. E-mail: mincany@andrew.cmu.edu
Website: https://mincany.myportfolio.com Code Sample: https://github.com/ymcmatt

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh PA
- Master of Entertainment Technology *May 2022*

Boston University, Boston MA
- Double majors: B.A. Computer Science & B.A. Mathematics *May 2020*

SKILLS

- Languages: C#, Python, C++, Java, Javascript, SQL
- Technology: Unity, Azure, OpenGL, PyTorch, MEAN (MongoDB, Express.js, Angular, Node.js)

WORK EXPERIENCE

Kolachalama Laboratory **(**http://sites.bu.edu/vkola/research) *Jan. 2020 –Aug. 2020*
Machine Learning Research Assistant| Department of Medicine Boston University
- Developed a deep learning framework to detect and segment glomeruli from 4 stains of kidney biopsies and eventurally match glomerulis across all 4 different stains
- Developed a conditional-GAN (generative adversarial network) to augment MRI (magnetic resonance imaging) scans with features from PET (Positron emission tomography) scans

Dow Chemical Company (https://www.dow.com/en-us) *May. 2019 - Aug. 2019*
Software Engineer Intern| Shared-development Team
- Frontend development to help automate web configuring and deploying pipeline on Azure Devops. Save about 4000 hours of configuring and deploying time every year.
- API manatgement control design using SAP API Management
- Lead a 5-member intern team to design a prototype using Axure for a management framework to improve the efficiency and communication effectiveness in working environment

Shanghai Futures Exchange (http://www.shfe.com.cn/en/) *Jul. 2017 - Aug. 2017*
Data Engineer Intern| Futures & Derivatives Research Institute of Shanghai Futures Exchange
- Redesigned EWMA model in Python to calculate the futures (stock) fluctuation ratio

ACADEMIC PROJECTS

Build Virtural World, Game Programmer, ETC *Fall 2020*
- Work as programmer to build Unity game projects through prototyping, development and collaboration with artists and sound designers in two weeks
- Develop player control and UI system with unconventional inputs such as webcam+microphone (OpenCV unity and PitchDetector), remote phone control (Airconsole) and multiplayer VR system (with Photon)
- More game details on https://mincany.myportfolio.com

Stanford Dog Image Classification *Spring 2019*
- Designed a new method for fine-grained image classification that combines CNN with Gradient Weighted Class Activation Mapping to enhance the performace of VGG-16 on Stanford Dog Image classification

Spider Animation *Fall 2018*
- Use OpenGL to design a 3D spider model which allows user control over all joints

PERSONAL PROJECTS

Online Chat room *Spring 2020*
- An ongoing chat web application using MEAN stack with full authentication and registration system