

# Jed Yeo

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## EDUCATION

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### The University of British Columbia

*Bachelor of Applied Science, Engineering Physics, Focus in Computer Systems*

September 2017 – July 2023

*Vancouver, B.C.*

## EXPERIENCE

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### Software Engineer Intern

*Cvent Canada*

June 2022 – August 2022

*Vancouver, B.C., Canada*

- Enabled moderation abilities using **Typescript** and **React** for a discussion board product, allowing event administrators to moderate chat content and uphold Cvent's Community Safety guidelines
- Increased back-end performance by 400% through programming concurrent function calls to an internal API to update event start and end times in Cvent's database using **Typescript** and **GraphQL**
- Collaborated with sprint team using the **AGILE methodology** in design meetings, code reviews, scrums, and other associated responsibilities of a software engineer

### Software Developer Co-op

*Plantiga Technologies*

January 2020 – March 2020

*Vancouver, B.C., Canada*

- Developed and engineered a data pipeline in **Google Cloud Platform** with **Python** and **React** to showcase and summarize anonymized patient data for an administrative interface, ensuring compliance with HIPAA standards
- Created an internal tool using **Python** and the **Slack API** to generate a patient report containing user activity history, streamlining the data retrieval process for the maintenance engineering team
- Coordinated with the administrative team to push weekly fixes to an internal management dashboard, using **React** to develop features such as data retrieval and information widgets

## PROJECTS

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### Demonstrating Special Relativity in Virtual Reality

*UBC Engineering Physics Project Lab*

April 2023

- Developed an immersive virtual reality experience using **Unity** that allows users to experience relativistic effects driven by theoretical physics and math
- Programmed **C#** scripts for objects in the game world to display the effects of time dilation dependent on the VR headset's velocity and acceleration
- Drove the project planning process in collaboration with UBC Physics and UBC Engineering to concretely define the requirements of the VR experience and determine development priority of game features
- Responsible for the programming of an in-game menu to adjust/toggle effect intensity to accommodate users with accessibility issues

### Machine Learning Models for Cryogenic Microscope Imaging

*UBC Computer Science, Stanford Linear Accelerator Center*

April 2022

- In collaboration with UBC Computer Science and Stanford University, developed a **Python** wrapper class for an open-source **C** program to generate artificial electron microscope images and tilt series tomography of biological samples to improve existing generative algorithms
- Directed the collaborative design process of an **iterative refinement machine learning** model to estimate alignments of generated 2-dimensional particles and reconstruct a 3-dimensional model
- Spearheaded rigorous code review sessions and weekly update presentations with project sponsors and stakeholders to ensure design requirements were being met