

ERIN YAN

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EDUCATION

Carnegie Mellon University

August 2020 – May 2024

Bachelor of Science in Electrical and Computer Engineering (ECE)

Relevant Coursework: Intro to ECE (Arduino), Intro to Computer Systems (C), Printed Circuit Boards (Arduino), Software Project Management, Digital Systems, Signals and Systems

The Bronx High School of Science

September 2016 – June 2020

TECHNICAL EXPERIENCE

NVIDIA — Power Architecture Intern

May 2022 – Present

- Removed over half of the input overhead in the LWPE GPU power estimation tool by optimizing the first principle testing pipeline
- Completed Fundamentals of Accelerated Computing with CUDA Python course

MIT Beaverworks — Cogworks Instructor

October 2021 – May 2022

- Taught two groups of 30 high-school female students about machine learning concepts such as gradient descent, data preprocessing, and natural language processing using NumPy
- Created introduction to Python exercise notebooks and homeworks using Jupyter notebooks

Idaho National Laboratory — Research Intern

May 2021 – July 2021

- Implemented proof of concept machine learning algorithm with over 98% accuracy to monitor conditions of piping systems in nuclear microreactors using artificial neural networks
- Published a [research paper](#) on structural health monitoring of reactors with postdoctoral researchers
- Developed 8 machine learning projects using reinforcement learning, decision trees, feed-forward networks, and more during the 8-week MIT-INL Machine Learning Summer 2021 Symposium

Tristate Explore CSR — Student Researcher

February 2021 – July 2021

- Conducted research on fairness and privacy on optimal transport with a team of 4 peers in an 8-week program sponsored by Google Research
- Completed a distributive algorithm using ADMM based on a central planner and created allocation schemes for a variety of case studies by using MATLAB
- Analyzed fairness algorithm to create a research poster and presented results at a workshop

Berri.io — Front-End Developer

October 2020 – July 2021

- Worked in a team of 6 for Berri.io, a messaging website that cultivates friendships at colleges
- Updated app interface and created custom components to enhance UX using Vue.js and Quasar
- Led Berri.io's launch to CMU attracting over 300 students to the app

Google Computer Science Summer Institute — Student

July 2020 – August 2020

- Participated in an intensive 4-week program and completed 15 Javascript projects
- Created a Bomberman game with a partner, learning HTML, CSS, Node.js, and Git

AWARDS AND EXTRACURRICULARS

- Grace Hopper Conference September 2021
- Girls Who Code x Walmart Scholarship Recipient August 2021
- Google Research Tri-state Explore CSR Poster Competition – 2nd Place May 2021
- Apple Women's Science and Engineering Mentorship October 2021 – Present
- Carnegie Involvement Association Buggy Webmaster January 2021 – Present
- Microsoft Tech Resilience Program February 2022 – April 2022
- Facebook Above and Beyond Computer Science September 2021 – October 2021
- Udacity AWS Machine Learning Foundations Course March 2021 – June 2021

KEY SKILLS

Python, TensorFlow, C, MATLAB, JavaScript, HTML, CSS, Vue.js, React, Gatsby, Arduino, SolidWorks