# JIYUAN LIN

22-year-old Male

## CONTACT


Mobile 485392746

Email r0650636@kuleuven.be

Wechat linjiyuan1996


## OBJECTIVES

Expected Position: Electronics Engineer

Expected Location: Belgium

## SKILLS

- Java — Advanced
- c — Intermediate
- c++ — Intermediate
- android development — Advanced
- matlab — Novice
- veirlog — Advanced
- PCB design — Advanced

## PERSONAL DETAILS

- Location: Belgium
- Political Status: Communist Youth League Member
- Height: 186cm

## EDUCATIONAL BACKGROUND

### Katholieke Universiteit Leuven · Master
2018-09 to 2019-07

Faculty of Engineering Technology  Master of Electronics and ICT Engineering Technology

### Katholieke Universiteit Leuven · Bachelor
2016-09 to 2018-09

Electronics Engineering

### TIANJIN University · Bachelor *985*
2014-08 to 2018-08

## PROJECTS

### Engineering Experience 5--Design of an embedded system
2018-02 to 2018-06

The project is about improving Skweezees. Skweezees are soft objects filled with conductive wool and an assortment of electrodes. The conductivity between the electrodes changes when the soft object is deformed. This conductivity is measured for every possible pair of electrodes. Machine learning is used to differentiate between different gestures (squeeze left, squeeze right, crumple, ...).
I and my colleagues improved the original design with therapeutic use in mind. Skweezee can be used by therapists for psychomotor therapy with children. We added the ability to see the amplitude of different gestures, for example asked the child for a hug and measure the amplitude. We also added an accelerometer to allow for extra gestures like throwing or catching the skweezee. What's more, we designed a new software using java programming to make it easier for children to understand how to play with skweezees.
The knowledge of JAVA programming, PCB design and machine learnging were needed.

### Software development
2017-10 to 2017-12

I and my colleague developed an android application called orienteering. In this application, users can creat their own acount and creat their own treasure map in their cities for others to play. Users can also play the treasure maps designed by others. They need to find spots set by the designers and QR codes around the spots. When they scan the QR code, they will get some points. Time and points will be recorded and users can see their rank of different maps.
The knowledge of JAVA programming, android development and database were needed in the project.