

Andrew Yu

US Citizen

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EDUCATION

University of Michigan

Bachelor of Science in Engineering in Computer Science

Ann Arbor, MI

August 2024 – May 2027

GPA: 3.95/4.0 | **Awards:** Dean's List, James B. Angell Scholars Award, William J. Branstrom Award, Samsung Solve for Tomorrow State Finalist, MHacks 2025 1st Fetch.AI Track + 3rd SnapAR Track, hello:world CalHacks Connectivity Track

Relevant Coursework: Data Structures, Algorithms, Computer Organization, Discrete Math, Machine Learning, Computer Vision, Web Systems, Database Management Systems, Linear Algebra, Multivariable Calculus, Technical Communication

Activities: Society of Asian Scientists and Engineers, Rock Climbing Club, Generation Asian Pacific American

PROFESSIONAL EXPERIENCE

MaizeBus

Software Engineer Lead/Co-Founder

Ann Arbor, MI

January 2025 - Present

- Accrued 35,000+ downloads on the App Store and Google Play Store on a campus with 44,700 students
- Engineered a backend API leveraging Node.js, Express.js, MongoDB, and deployed it on the Heroku platform to process over 300,000 vehicle and bus stop information requests per day
- Redesigned a front-end, leveraging the Flutter framework and the Google Maps SDK, allowing for a consistent codebase and user experience while allowing both iOS and Android devices to access M-Bus
- Featured in The Michigan Daily, highlighting leadership and community impact, with coverage reaching 70,000+ readers

Darim Vision

Software Engineer Intern

Remote

February 2023 - June 2024

- Collaborated remotely with team members globally on a system purchased for public use by Gwacheon City Library
- Implemented video synchronization between virtual reality headsets using network protocols in Unity
- Presented work at 14th Future Education Conference in Seoul (10 countries, 182 edu-related orgs, 30,000 visitors)

PROJECTS

MobiLens – Mhacks 2025 Winner

Lead Developer

Ann Arbor, MI

September 2025

- Developed an AR assistant with Snap Spectacles and Fetch.ai to enable emergency alerts, smart home control, and accessible navigation for individuals with paralysis to regain their independence, reducing caregiver needs by 30%.
- Engineered multi-agent communication and fall detection on Agentverse, improving safety for patients and providing real-time monitoring and alerts that cut emergency response time by several minutes
- Designed and implemented the system architecture for MobiLens, coordinating sensors, AR interfaces, and multi-agent interactions to ensure reliable performance in real-world scenarios.

Reel Deal

Lead Developer

Ann Arbor, MI

November 2024

- Launched a deck-building roguelike game built with Unity3D and scripted with C#, delivering a polished, fully playable prototype under strict time constraints while refining gameplay systems and player experience design.
- Drove end-to-end development with a team of 7 programmers, artists, and sound designers, coordinating design, implementation, and testing to deliver a fresh, engaging game in a game jam with 60+ participants.
- Implemented core game mechanics and balanced systems while integrating art and sound assets, enhancing player engagement and ensuring a cohesive game experience under tight deadlines.

License to Steal - Los Altos Hacks VIII Winner

Team Lead/Tech Lead

Sunnyvale, CA

April 2024

- Developed a real-time vehicle detection app using Python, OpenCV, and YOLOv8 to recognize stolen license plates
- Led a team during a hackathon to log locations and build heat maps, aiding law enforcement, tracking theft patterns
- Architected and optimized a live video processing pipeline capable of scalable, reliable performance under heavy load, ensuring real-time results, significantly strengthening my skills in system optimization and performance engineering.

SKILLS/ADDITIONAL

Skills: C++, Java, JavaScript, C, C#, Python, Git, Node.js, React, Flutter, Dart, SQL, MongoDB, Unity3D, Flask, AWS, Azure

Interests: Movies, Badminton, Boulderling, Game Development, Valorant