

Yining Shi

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EDUCATION

New York University, Tisch School of the Arts

09/2014 – 05/2016

Master's Degree, Interactive Telecommunications Program (ITP)

Thesis: [P5 Playground](#) – a tool to help people learn creative programming faster.

Beijing University of Posts and Telecommunications (BUPT)

09/2010 – 06/2014

Bachelor of Science in Electronics Engineering Technology

Thesis: [Tangible Interaction to help children learn programming](#).

PUBLICATIONS

- **Book:** [Make: Jumpstarting the Arduino 101: Interacting with a computer that learns](#), by Yining Shi, Sagar Mohite. Published by [Maker Media](#), Inc., San Francisco, 2017.
- **Academic Paper:** [TanProStory: A Tangible Programming System for Children's Storytelling](#), CHI EA '15 Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems

PROFESSIONAL EXPERIENCE

Sourcemap <http://www.sourcemap.com/>

03/2018 – Present

Senior Software Engineer

- Develop a scalable architecture of Sourcemap's web products, build modular, reusable components and features.
- Lead a project, which collects and analyzes data from various brands, and visualizes all apparel factories around the world.

Sourcemap <http://www.sourcemap.com/>

04/2017 – 03/2018

Software Engineer

- Wrote scalable front-end and database code in an agile manner, create data visualizations of supply chain maps and analytics dashboard. Worked on Angular, React, Redux, AngularJS, Mongo, Node, Express.

Interactive Telecommunications Program (ITP), NYU <https://tisch.nyu.edu/itp>

10/2017 – Present

Visiting Guest Artist

- Contribute to [ml5.js](#) library, port machine learning models for beginners to use and generate creative outputs in the browser.
- Create examples, demos, tutorials for ml5.js, lead workshops about ml5.js.

Processing Foundation <https://processingfoundation.org/>

08/2016 – 08/2017

Resident Contributor

- Contributed to [p5.js Web Editor](#) (an in-browser interactive development environment for writing p5.js sketches) built on a MERN stack (Mongo, Express, React/Redux, Node) as a part of residency.

Interactive Telecommunications Program (ITP), NYU <https://tisch.nyu.edu/itp>

08/2016 – 08/2017

Researcher

- Researched on creating better Computer Science learning experiences by developing visual learning and programming tools to help people debug faster and understand graphical programming better.
- Full-stack engineering to help develop projects for the ITP community (e.g. [ITP Thesis Archive](#), [ITP Project Finder](#), [ICM Quizzes](#)).
- Led workshops for ITP students about JavaScript, Data Visualization, Physical Computing and Fabrication.

Green River <http://www.greenriver.com/>

08/2016 – 12/2016

UX Engineer

- Contractual designing and developing web Interfaces for various data visualization projects with D3.js, React, SASS and Babel.

Institute of Fine Arts, NYU <https://ifa.nyu.edu/>

09/2015 – 08/2016

Front End Web Engineer and Designer

- Designed and maintained features for the IFA's website with a static web stack- JS, JQuery, D3.js, PHP, WordPress.
- Developed an engaging data-visualization to interactively browse the [dissertations archive of IFA](#).
- Designed and developed an interactive data visualization project [mapping all IFA alumni](#) from over the world.

Tomorrow Lab <http://tomorrow-lab.com/>

06/2015 – 09/2015

Electronics Design Engineer Intern

- Worked on the design and engineering aspects on a number of client-based and in-house projects. Responsibilities included designing circuits using Eagle CAD, sourcing materials, prototype development, fabrication, electrical engineering support.

HCI Lab, Institute of Software Chinese Academy of Sciences

07/2013 – 01/2014

Research Assistant

- TanPro-Kit—an innovative tangible tool to help children learn programming concepts.
- Designed and conducted a user study using caricatures and stories to introduce concepts. Also designed and built a tangible sensor-based interface to allow kids to understand flow-of-control, logic and other similar concepts.

TEACHING EXPERIENCES

- 2018 [ml5: A Friendly Introduction to Machine Learning](#), ITP Camp, NYU, New York
- 2018 [ml5: Friendly Machine Learning](#), Creative Coding Fest(CCFest), New York
- 2018 [Deep Learning in the Browser with ML5](#), Eyebeam, New York
- 2018 [Machine Learning Literacy Workshop](#), the School for Poetic Computation (SFPC), New York
- 2018 [Deep Learn Web](#), ITP Unconference, NYU, New York
- 2017 [Coding Train, Guest Tutorial #5: Brick Breaker with Yining Shi](#)
- 2017 [ITPower & Enertive API](#): Visualizing Real-time Energy Usage on ITP Floor, ITP Camp, NYU, New York
- 2017 [Getting started with React](#), ITP Camp, NYU, New York
- 2016 [Introduction to Computational Media Workshop Series](#), ITP, NYU, New York
- 2015 [Laser Cutter](#): How-To, ITP Camp, NYU, New York
- 2015 [How to Use CNC Router](#), ITP Camp, NYU, New York
- 2015 [Switching it up](#): circuits, switches & LED's, ITP Camp, NYU, New York

EXHIBITIONS

- 2016 [p5.playground](#), ITP Spring Show, New York
- 2015 [Drawing on LEDs, Drawing on Everything](#), Museum of the Moving Image, New York
- 2015 [Drawing Stars, Event: 1+1=3](#), ITP, New York
- 2015 [The Lives We Lost, This is My House of Green Grass: The Raw Retrieval of the Civil War](#), New York
- 2015 [Minion Circuit](#), ITP Winter Show, New York
- 2015 [Puppy Lamp, NYC Media Lab Summit](#), New York
- 2015 [Puppy Lamp](#), ITP Spring Show, New York
- 2014 [Atmospheric Sound Lamp, ITP Winter Show](#), New York

SKILLS

- **Programming:** JavaScript (Proficient with ES6, React, Redux, Angular, AngularJS, D3.js, Node, Mongoose), SCSS, HTML, Java, C.
- **Design:** Adobe Creative Suite - Photoshop, Illustrator, After Effects, Premiere.
- **Prototyping:** Eagle CAD, Processing, Arduino, 3D printing, laser cutting, CNC.

HONORS AND AWARDS

- Tisch School of the Arts Scholarship, NYU
- Academic Prize for Progress, BUPT (99 percentile)
- BUPT Academic Scholarship (two-time recipient for the third position)