

Andy Ye

Goal-Oriented Sophomore Studying Computer Science at the University of Washington

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SKILLS: Java, Python, Pytorch, Godot, Powerpoint, Excel, LLMs, GNNs, Computational Biology.

PROJECTS

HeLU-DTI, Drug Target Interaction Prediction Via LLMs and HGNNs - Researcher | JUL 2022 - APR 2023

- Utilized advanced **large language models** alongside heterogeneous **graph neural networks** to predict **drug-target interactions to improve drug development**. Currently working to publish this research.
- Achieved **93.7% accuracy**, and consistent high accuracy with unseen testing.
- Took this project to the **2023 Regeneron International Science and Engineering Fair**.

CLIMB, Route Planner and Optimizer Given Elevation Data - Creator | DEC 2024 - PRESENT

- **Optimization** using Dijkstra's algorithm, Resource-Constrained Shortest Pathing
- Working on adding optimization for **fuel and electricity efficiency** given grade and weight of vehicle

CATFISH, Interview Helper & Profile Creator - Creator | JUNE 2025 - PRESENT

- Created software which leverages LinkedIn and Meta API's to provide **public information** checks on interviewers
- Used NLP and CNN's to generate AI summaries of interviewers given images and text data.

SPROUT, Research and Development Club Project - Lead | DEC 2022 - MAY 2023

- **Created and led a group** of 7 dedicated peers to create an accessible website that **provides acute stress solutions** tailored toward high school students using our school's data. Brought younger members up to literacy in Python.
- Learned to **code the backend** of a website. **Supplemented AI with neuroscience research**.

AI Dictionary and Translation App for Mandarin Idioms - Lead | FEB 2021 - PRESENT

- Edited and digitized dictionary of Mandarin and English idioms to bridge cultures, which has been published.
- Creating an app with features powered by AI and self-inputted data to **provide tailored language education** - targeted toward students in China looking to learn English.

EXPERIENCE

The Unity Network - Topic Director of ML and Computational Biology | OCT 2023 - JUNE 2024

- Acted as a Topic Director for The Unity Network, a non-profit organization by students which aims to provide **resources/opportunities for research for underrepresented communities**.
- **Head teacher** for all topics related to machine learning and computational biology. Reviewed research articles by peers on related topics, and planned projects. **Created an AI Bootcamp Guide**.

EDUCATION

University of Washington, Seattle - BS in Computer Science | 2024 - 2028 - Currently a Sophomore

- **GPA:** 3.58 [Right lung collapsed, leading to a devastating finals week]
- Courses complete: CSE123 [intro], CSE331 [SW Design&Implementation], CSE340 [Interaction Programming], CSE351 [Hardware Software Interface], CSE391 [Software Tools], Calc 1,2,3

Eastside Preparatory School, High School | 2017 - 2024. GPA: 3.87 (Unweighted), SAT: 1560

- Notable Courses Completed: **Linear Algebra**, Advanced Topics in Mathematics (**Differential Equations, Combinatorics, Multivariable Calculus**), Advanced Programming: Topics in Computer Science (**Data Structures and Algorithms**), Data Science 1 & 2, Advanced Calculus.
- Participated in clubs such as Research and Development (SPROUT), Math Team, Varsity Tennis and Track.

The University of Pennsylvania, Summer Program | JULY 2023 - AUGUST 2023 - Microeconomics.

Boston University, High School Honors | JUNE 2022 - AUG 2022 - Linear Algebra/Creative Writing.

AWARDS/HONORS

4th Place Grand Award at Regeneron ISEF in Computational Biology and Bioinformatics - Regeneron, 2023

1st Place, Computational Biology and Bioinformatics - Washington State Science and Engineering Fair, 2023

Certificate of Achievement - Wolfram Computation Meets Knowledge, 2023

Outstanding Achievement in Science Scholarship - Ohio Wesleyan University, 2023

Regeneron ISEF 2023 Finalist - Washington State Science and Engineering Fair, 2023