

# Albert K. You

600 William St. Unit 418, Oakland, CA 94612

☎ (651)-808-5346 | ✉ you.albert@gmail.com | 🏠 www.albertyou.com | 📱 albertkyou | 📺 akyou

## Skills

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**Expertise** Signal Processing, Algorithms, Computer Aided Design, Prototyping

**Software** MATLAB, Python, Arduino, SolidWorks, Fusion 360, Office Suite, Adobe Stack

## Education

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### PhD in Bioengineering

Berkeley, CA

UNIVERSITY OF CALIFORNIA, BERKELEY (JOINT WITH UC SAN FRANCISCO)

Sept. 2015 - May 2020

### BS in Biomedical Engineering | Minor in Management

Minneapolis, MN

UNIVERSITY OF MINNESOTA, TWIN CITIES

Sept. 2011 - May 2015

## Work Experience

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### Lead Data Scientist

Berkeley, CA

IOTA BIOSCIENCES

November - Present

- Used rapid prototyping techniques to implement entire systems (hardware + software) to demonstrate feasibility of potential products
- Collected and analyzed data to improve system designs. Presented system implementations to Key Opinion Leaders for feedback
- Designed several signal processing algorithms to improve signal quality in ultrasound-communication systems
- Collaborated extensively with other departments to efficiently generate and test concepts

### Postdoctoral Researcher

Berkeley, CA

UNIVERSITY OF CALIFORNIA, BERKELEY

June 2020 - October 2020

- Aimed to understand how our brain's activities correlate to behavioral outputs. Analyze time-series data in Python and MATLAB.
- Wrote and edited manuscripts including data visualizations.
- Collaborated with and mentored junior lab members on a variety of related projects.

### Data Science Consultant

Oakland, CA

MULTIPLE CLIENTS

May 2020 - August 2020

- Discussed project goals with clients to identify types of data to collect and best practices for generating and validating models.
- Derived mathematical models and algorithms to estimate nutritional information for packaged foods. Wrote and edited manuscript.
- Developed machine learning models for rock climbing app to characterize athlete strengths/weaknesses and predict performance on new routes. Back-end development in Python.
- Worked independently and collaborated in interdisciplinary groups in fast-paced projects.

### Graduate Student Researcher | NSF Graduate Research Fellow

Berkeley, CA

UNIVERSITY OF CALIFORNIA, BERKELEY

Sept. 2015 - May 2020

- Designed and conducted multiple neuroscience experiments, investigating how the brain learns to control brain-machine interfaces.
- Applied machine learning to decode time-series neural signals into effector movements.
- Created experimental paradigms and analyzed data in Python and MATLAB. Presented findings at conferences, talks, and publications.
- Mentored undergraduate and junior graduate students, collaborating on projects.

### Research Assistant

Minneapolis, MN

UNIVERSITY OF MINNESOTA, TWIN CITIES

May 2013 - July 2015

- Analyzed electroencephalography (EEG) data relating meditation to brain-computer interface performance.
- Significantly improved BCI performance of a commercially available EEG headset. 2nd Place poster award at conference.
- Conducted experiments using multiple neurostimulation modalities, working with healthy human subjects and stroke patients.

## Miscellaneous Experience

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### Content Creator | CYOUBX

Oakland, CA

YouTube

Oct. 2009 - Present

- Prominent community figure, creating Rubik's cube videos focused on engineering principles and CAD tutorials.
- Filmed, edited, and published over 300 videos gathering more than 3 million views and 30,000 subscribers.
- Invented an interlocking puzzle mechanism to improve stability in 2012. Marketed and sold the design to Taiwanese toy company. Became gold standard until 2015.