

WENTAO YAN

Robotics / Embodied AI / AI Application Intern

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Expected Graduation: Jul 2029 | Available for Hong Kong interviews



Robotics Engineering undergraduate with foundational skills in C/C++, Python, Linux, CAD, and 3D modeling. Bronze Award recipient in the Guangdong Provincial Round of the Matiji Cup Programming Competition. Built and open-sourced an AI-assisted C++ learning game. Interested in embodied intelligence, robotics software, and applied AI, with a strong willingness to learn in real engineering environments.

TARGET ROLES

Robotics R&D / Embodied AI / AI Application Development
Locations: Shenzhen / Hong Kong

TECHNICAL SKILLS

C / C++ / Python

Foundational syntax and common applications; able to implement basic programs and algorithmic solutions.

Linux / Git

Common commands, basic development environments, version control, and GitHub repositories.

SolidWorks / CAD

Basic 3D modeling and engineering drawing.

AI-Assisted Development

Uses Claude for requirement breakdown, code generation, testing feedback, and iteration.

LANGUAGE & MOBILITY

English: CET-4 result pending
Eligible for frequent travel to Hong Kong and available for in-person interviews

STRENGTHS

- Long-term interest in robotics, embodied AI, and algorithms
- Open-source and version-control awareness
- Able to move tasks forward independently and iterate on results

EDUCATION

Shenzhen Technology University | Robotics Engineering

Jul 2029

Focus areas: embodied intelligence, robotics software, AI applications, and algorithms.

PROJECT EXPERIENCE

AI-Assisted C++ Learning Game

Jun 2026

- Proposed the game concept and functional requirements, then used Claude Pro to support C++ code generation and iteration.
- Tested and adjusted generated code, identified quality issues, and iterated on the implementation.
- Deployed an offline-playable version and open-sourced the complete code on GitHub.

COMPETITION

Matiji Cup Programming Competition - Guangdong Provincial Round

May 2026

- Bronze Award; completed problem analysis, coding, debugging, and accepted submissions under time limits.
- Developed experience in algorithm implementation, competitive problem solving, and code debugging.

PRACTICAL EXPERIENCE

In-Home Tutor for High School Students

Ongoing

- Independently prepares lessons, manages schedules, and adapts explanations to students' progress.
- Maintains reliable delivery across multiple students and frequent travel, strengthening communication, ownership, and execution.

CAMPUS EXPERIENCE

Participated in student union activities, gaining basic teamwork and campus operations experience.

Target Roles: Robotics R&D Intern | Embodied AI Intern | AI Application Development Intern