# MS Artificial Intelligence


## Jinhong Yu

Malden, MA, 02148 | (857)233-7482 | yu.jinh@northeastern.edu


## PROFILES

**NEU- Eprofolio:** yujinh.sites.northeastern.edu
**GitHub:** github.com/849625800
**LinkedIn:** linkedin.com/in/yjh849625800
**Leetcode:** leetcode.com/yjh849625800/

## EDUCATION

**Northeastern University,** Bosten, MA — Sep.2021 ~ Present
**Khoury College of Computer Sciences** — Expected Graduation:2023
Master of Science in Artificial Intelligence — Current GPA:3.78
**Related courses:**
Foundation of Artificial Intelligence | Algorithms | Programming Design Paradigm | Machine Learning | Data Mining Techniques | AI for Human-Computer Interaction | Advanced Machine Learning

**South China Agriculture University**, Guangzhou, China — Sep.2013~ Jul.2017
**College of Engineering** — Graduation:2017
Bachelor of Engineering in Machine Design & Manufacturing and Their Automation — GPA:3.69
**Related courses:**
Linear Algebra | Probability Theory | C Programming | Calculus

## TECHNICAL KNOWLEDGE

**Languages:** Python | Java | HTML | JS | CSS | C# | C
**Skills:** Neural Network Construction | Machine Learning | Data Mining | Natural Language Processing | Crowdsourcing(Toloka) | Human Centered Design
**Libraries:** Pytorch | Sklearn | KeyBERT | Gensim | Matplotlib | NumPy | Pandas | Ipywidgets| OpenCV | Oculus Integration

## PROJECTS

---

**Courses Related Projects:**

- **Grasp Post Classifier (Machine Learning project, pytroch NN | sklearn)**
    1. Given a point could of an object, a robotic gripper.
    2. Train a classifier to identify whether the current gripper can grab a specific point of this object.
    3. If yes, what should the gripper's post be?
- **Idea Groups Generator (AI-HCI project, Human-centered design)**
    1. Given several inputs of ideas from users, provide a classifier to decide which group each user might belong to.
    2. Build a mental model and service design to clarify how the program interacts with the end user.
    3. Design a Mockup UI to interact with users and create a visualization strategy to make the result more understandable to users.
- **Maze Dungeon Design (PDP project, MVC structure | UML)**
    1. Design a Maze Dungeon with randomly generated maps and Monsters.
    2. Player can do several actions (moving, picking up items, attacking, etc.)
    3. The whole design is following an MVC structure and a complete UML diagram.

**Extra Projects:**

- **Creat an Interactable Scenen in Oculus Quest 2 (An interesting experiment to VR)**
    1. Deploy a locomotion system to the player using the Oculus Quest 2 hand controllers and Oculus Integration library.
    2. Make game objects interactable with users. Players can grab, throw or rescale the game object with two hands.
    3. Generating new game objects with an interactable menu.
- **A Self-Balancing Robot (Satisfy my curiosity about Robotic).**
    1. Make a two wheels robot with two encoded motors and Arduino 2560 board.
    2. Manage to install the sensors and motor driver module.
    3. Write a PID algorithm to keep the standing pose of the robot.
- **Static website deploy with Netlify. (For the renovation company I worked with)**
    1. Deploy a Netlify demo project to Github.
    2. Redesign the demo project presentation to the way they want.
- **Chatting robot using ChatGPT API (To share this interesting chatbot with my friends in China ).**
    1. Make a program to receive and send messages via my Tencent QQ account.
    2. Make a program to call the ChatGPT API, send the given question that grabs from the QQ account, and get the response.
    3. Combine those two parts and run them on a cloud server.