


Guanyan Ou

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 Major in Software Engineering  Sun Yat-sen University  Oct. 2001

Fourth year undergraduate student. Recently researching on trustworthy AI under guidance of Asst. Prof. Weibin Wu. Interested in AI, computer security and privacy, having submitted a paper to AAAI-24. Used to win second prize of SYSU-CPC twice. Python and Java are most frequently used programming languages.

Competences & Languages

App Development	Back-end: Java, Springboot; Front-end: React, JavaScript, Typescript; C#
AI & Data Analysis	Python; PyTorch; SQL; R language
3D Modeling	Cinema 4D
 Languages	Chinese — Mandarin, Cantonese English — TOEFL: 105 (R-29, L-28, S-23, W-25) (Sep/09/2023)

Education

Expected Jul. 2024	School of Software Engineering, Sun Yat-sen University
Sep. 2020	Bachelor in Software Engineering, GPA: 3.8/4.0, 3.7/5.0

Research & Contests

- **Paper (Submitted to AAAI-24):** Improving Transferable Targeted Adversarial Attacks with Model Self-Enhancement - **Co-first Author**
 - Purpose a new state-of-the-art method
 - improve the success rate of targeted black-box adversarial attack towards computer vision models
 - Implements our and predecessors' methods with *PyTorch*
- **Patent:** A Kind Of Recognizing And Defense Method And Device Against Misleading UI - **Third Author**
 - Android app to help users identify fake UI patterns, such as fake closing buttons
 - Protect users from being misled and triggering unexpected activities by blocking part of inputs
 - Train a computer vision model *YOLO v5* with *PyTorch*
- **Ongoing Research :** Red-teaming Toward Large Language Models
 - Induce generative language models to produce harmful outputs
 - Generate human-comprehensible and natural prompts
 - Can be applied to attack black-box models
- **Contest:** Collegiate Programming Contest of Sun Yat-sen University (SYSU-CPC) - Second Prize (2021)
- **Contest:** Citi Financial Innovation Application Competition (Citi Cup) (2021)
- **Contest:** Collegiate Programming Contest for Novice of Sun Yat-sen University - First Prize (2021)
- **Contest:** Collegiate Programming Contest of Sun Yat-sen University (SYSU-CPC) - Second Prize (2022)

Projects & Experiences

- **Blog Project:** Multi-user blog system based on React and Springboot
This project is part of the assignments of "Intermediate Training for Software Engineering" of SYSU. This project adopt the design of separation of front-end and back-end, having implemented functions of *Markdown* writing and admin panel, etc.
- **RPCpico:** RPC implementation with Java, HTTP and Protobuf
This project is part of the assignments of "Computer Network" course of SYSU. It implements a remote procedure call (RPC) program with HTTP protocol and Protobuf encoding. It provides with relatively high performance and easy adaptation to multiple platforms.
- **Animation for Product Demo**
An animation clip created with *Cinema 4D* is a demo about an innovative device helping people with disabilities ingest fluid food.