# Guanqing (Bonnie) Hu

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# **EDUCATION** –

# Master of Engineering, Electrical Engineering

McGill University, Montréal, Canada

January 2018 - December 2019 CGPA: 3.9/4.0

- · Focus on Computer Vision (Image Matting and Segmentation), supervised by Prof. James Clark
- · Award: McGill Engineering Undergraduate Student Masters Award (MEUSMA)
- · Publication: "Instance Segmentation based Semantic Matting for Compositing Applications," Apr. 2019.

### Bachelor of Engineering, Honors Electrical Engineering

McGill University, Montréal, Canada

CGPA: 3.9/4.0

· Awards: 2014-2015 Douglas H. Macaulay Scholarship, 2015-2016 the Class of '83 Scholarships

# SKILLS -

Languages Programming Languages Libraries & Engine Relevant Courses

English, Chinese (Mandarin)

Python, Bash, Java, C, Embedded C, Android, Assembly, VHDL

Tensorflow, Matplotlib, Numpy, Pandas, Django; Unity Statistical Computer Vision, Applied Machine Learning, Reinforcement Learning, Speech Communication

#### WORK EXPERIENCES -

# AI Engineer

AarishTech, Montréal, Canada

- · Discover and deploy numerous models for FPGA demonstration.
- · Develop post-quantization algorithms to preserve model performance while meet hardware constraints. Technology used: Python, Tensorflow, Bash, Linux

#### Python Developer Intern

Ericsson, Beijing, China

- · Award: Excellent Intern Award
- · Leading developer of command line interface and realtime monitoring dashboard for FPGA acceleration
- · Developed high-quality internal automation tools for project management.

Technology used: Python, Django, Vivado, Pandas, Bash, Git

#### September 2016 – April 2017 Speech Science Intern Nuance Communications, Montréal, Canada

- · Worked on numerous voice biometrics deep learning model tuning.
- · Supported several large biometrics clients for system deployment and migration.
- · Effectively collaborated with remote staffs. Developed high-quality analysis and testing tools.

Technology used: Python, Voice Biometrics, Oracle VM, Bash, Linux, CVS

# PROJECTS —

Flappy U (McHacks 18): Winner of McHacks 2018; Published on Steam VR Game Technology used: Unity, C#, SteamVR

**RoBoss** (Implement AI 18): Activity monitoring application for repeating jobs Technology used: Mask-RCNN, OpenPose

AidEye (CodeJam 18): Scene scanner describing surrounding environment to blinds in voice. Technology used: Image captioning, Flask, text-to-speech Api, Github

GiftyMe (ConUHacks 17): Honorable mention for the best efforts of using SAP Yaas API Technology used: Python, SAP Api, HTML, JavaScript, Github

Modified MNIST classification: Top 2 in Kaggle class competition.

RL transportation env: Public transportation optimization environment, using RL to solve real-world problems.

Short speech classification: Tensorflow Speech Recognition Challenge

# **VOLUNTEERS** —

VP Finance of McGill Electrical Engineering Graduate Student Society (EEGSS) January 2018 - Present

VP Finance of McGill ECSESS RoboElectronics Club January 2015 - April 2017