Yuting (Kyra) Lu

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EDUCATION

NORTHEASTERN UNIVERSITY

Seattle, US

Master of Science in Computer Science 09/2023 – 06/2025(Expected)

SHANGHAI UNIVERSITY

Shanghai, China

Bachelor of Engineering in Automation

09/2019 - 06/2023

• Coursework: Circuits, Programmable Logic Controllers, Machine Learning and Neural Networks, Computer Networking, Digital Graphics Process, Data Structure & Algorithms

Skills

- Programming Languages: Java, JavaScript, HTML/CSS, SQL, Python, C/C++, TypeScript, C#, MATLAB
- Frameworks: Spring Boot, React, Hibernate, Node.js, Angular, Vue, JUnit, Tensorflow, Flask, Django
- Tools: Git, Docker, AWS, Maven, MongoDB, MySQL, Postman, npm, Ubuntu, Linux, Shell

INTERNSHIPS

ABB(China), Ltd Shanghai, China

Engineer Intern 07/2022 – 12/2022

- Developed an automated testing program using C# to streamline thermal testing procedures, minimizing manual redundancy
- Implemented real-time temperature monitoring and hardware alignment for robotic movements using Python for data analysis,
 resulting in increased operational efficiency and reduced manual intervention
- Ensured efficient data management across multiple tables by conducting comprehensive data storage and analysis through the utilization of **SQL scripts** on a **MySQL** database containing more than 1000 rows

Shanghai Bright Power Semiconductor Co., Ltd

Shanghai, China

Electronic Intern

08/2021 - 09/2021

Designed and compared different testing circuits to ensure better performance of the chips

PROJECT EXPERIENCE

MEAN based Fullstack Trello clone

- Utilized Angular and TypeScript to build a user-friendly client-side application
- Employed **Node.js** in conjunction with **Express** to develop backend, and leveraged **MongoDB** as the database solution for storing and managing project data
- Managed data flow and application state with NgRx middleware, reducers, and observable-based state management
- Implemented real-time notification and updates using WebSocket functionality through Socket.IO

Student Learning Management Platform

- Architected the Student Learning Management Platform, leveraging Spring Boot, Spring MVC, JPA, Hibernate, and MySQL to establish RESTful APIs
- Designed and developed a responsive and user-friendly frontend using React.js, enhancing the educational experience
- Implemented user registration, complete with email verification capabilities, ensuring security and user privacy, and making use
 of Spring Security to safeguard sensitive data
- Deployed the system on **Google Cloud** servers for scalable and reliable performance

Bird Detection using Neural Network and Deployment on FPGA

- Leveraged a neural network deep learning model in Python and TensorFlow to achieve real-time bird detection
- Conducted model training on the Google Cloud Platform, using a dataset comprising more than 2000 bird images
- Fine-tuned YOLOv3 model parameters, resulting in a more than 10% improvement in model recall and enhanced precision
- Successfully **deployed the training model** on an FPGA (Xilinx KV260), implemented the neural network model on the FPGA within the **Linux System**, achieved an impressive 85% precision rate and a processing speed of 30 frames per second (fps)

Recommendation System based on Steam games

- Managed to use singular value decomposition method with **Python** to deal with the huge dataset of players and developed a
 new way of generating ratings to deal with the existed playtime, achieved a global recall of 35%
- Tuned relevant parameters, delivered a more than 10% recall improvement and became more precise in recommendation

Chinese Character Style Transfer with Neural Network

- Utilized a Conditional Generative Adversarial Network (cGAN) to transform the style of a Chinese font to different characters
- Incorporated two distinct loss functions to optimize the training and achieve improved results
- Implemented U-Net to replace the traditional encoder-decoder network, minimized the information loss through the network