Yangye Fu

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About Me

I am a second-year master's student at University of California, San Diego (UCSD). I love CS, math, and physics.

Education

University of California, San Diego (UCSD)

MS in Computer Science

Sep 2022 - Present La Jolla, California

Cumulative GPA 4.0/4.0

Graduating in Mar 2024

University of Electronic Sci. & Tech. of China (UESTC)

BEng in Computer Science and Technology

Sep 2018 - Jun 2022 Chengdu, China

Graduated with a GPA of 3.96/4.0

Excellent Student Scholarship

Excellent Undergrad Thesis Award

Links

GitHub **Fyy10**

Homepage **Yangye Fu**

Linkedin **Yangye Fu**

Coursework

UNDERGRADUATE

C/C++ Programming
Data Structure and Algorithm
Software Engineering
Principles of Computer Organization
Computer Architecture
Computer Operating System
Computer Networks
Applications of Database
Principles of Compilers
Assembly and Microcomputers
Artificial Intelligence
Computer Vision
Distributed & Parallel Computing

GRADUATE

Probabilistic Reasoning & Learning
Recommender Systems
Graduate Networked Systems
Compiler Construction

Skills

PROGRAMMING

Python • C/C++ • Java • Go • Rust

OTHER

PyTorch • LaTeX • Git • MPI • CUDA C • Qt

Working Experiences

UESTC Center for Future Media

Deep Learning Research Assistant

Oct 2019 - Jun 2022 Chengdu, China

- Proposed a method for multi-source domain adaptation by aligning partial features, implemented the model with PyTorch
- Trained and evaluated the model on different dataset
- Composed the Statement of Claims of a patent for the method
- Published a research paper as the first author at the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)

Sichuan Hwadee Information Technology Ltd.

Crawler Engineer Intern

Jun 2020 - Jul 2020 Chengdu, China

- Used Scrapy as the crawler engine to crawl movie metadata from IMDb Top 1000 rated movies and combined data into a single file
- Generated pages to be crawled and stored links into a Redis server
- Wrote a script to store the data into a MySQL database

Projects

SNEK COMPILER

Project Page (Rust)

Apr 2023 - Jun 2023

- An x86_64 compiler for snek (Lisp-like) language
- Parsed the abstract syntax tree (AST) using Rust pattern matching
- Implemented numerical and logical operators, variable binding, if statements, loop statements, functions, and structured data (tuples)
- Learned and followed the calling convention of System V ABI
- Garbage collection through LISP2 mark-compact algorithm

SURF STORE

Jan 2023 - Mar 2023

- A distributed and decentralized file synchronization system
- Implemented a key-value store for the file content blocks
- Defined communications among clients, meta servers, and block servers via gRPC and protocol buffers
- Separate the file metadata and contents into distributed servers
- Constructed a consistent hash ring to find the dedicated storage server (successor) for each file block
- Implemented the Raft consensus algorithm to achieve fault-tolerance, providing service under minority servers down

FILE BACKUP SYSTEM

Project Page (C/C++)

Aug 2021 – Sep 2021

- A C/S architecture file backup application with client GUI (Qt)
- File system monitoring with Linux inotify APIs to provide backup-on-save feature
- Manage listening threads with pthread library
- Led a group of 3, delivered an oral presentation and defense

Publications

[1] ***Yangye Fu***, *Ming Zhang, Xing Xu, Zuo Cao, Chao Ma, Yanli Ji, Kai Zuo, Huimin Lu*; Partial Feature Selection and Alignment for Multi-Source Domain Adaptation; Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2021, pp. 16654-16663