

# YIKUN JI

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## EDUCATION BACKGROUND

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**Shanghai High School**

Student

*September 2017 - June 2020*

**Shanghai Jiao Tong University**

Undergraduate

*September 2020 - June 2024*

Overall GPA: 3.74/4.00

*Artificial Intelligence, School of Electronic Information and Electrical Engineering*

## TECHNICAL STRENGTHS

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**Programming Languages**

Python, Lua, JavaScript, C#, GDScript, C++

**Software & Tools**

LaTeX, Git, Mathematica, Unity, Houdini

**English**

CET4 640, CET6 617, TOEFL 109

## INTERNSHIP EXPERIENCE

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**MVIG-RHOS Lab**

*Undergraduate Research Intern*

February 2022 - Now

*Shanghai Jiao Tong University*

- Conduct experiments and provide insights for “Pangea: Unified Semantic Space for Human Action Understanding”. *This work has been accepted by CVPR 2023.*
- Independent research project about pose estimation, see below
- Weekly group report

**Sound & Music Computing Lab**

*Research Intern*

June 2023 - Jan 2024

*School of Computing, National University of Singapore*

- Started and finished “Singing Face Generation” independent research project, see below
- Lab rotation with title “Transformer-based Music Generation: A review”
- Lab rotation with title “From UTAU to AI: A quick glimpse of singing synthesis”
- Weekly group report

## RESEARCH & PROJECT EXPERIENCE

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**Unipose & Poseidon (upcoming)**

*Team Leader*

August 2022 - Now

*Shanghai Jiao Tong University*

- First-of-a-kind open-source **general** skeleton extraction framework with a **black** style.
- Spearheaded a team of 4 to conduct a research project on skeleton extraction.
- Leveraging the power of ViT, image diffusion models and graph neural networks, Poseidon is a WIP project that aims to provide a full framework for zero-shot general-object skeleton extraction.

**Pangea**

*Research Assistant*

July 2021 - Dec 2022

*MVIG-RHOS Lab, Shanghai Jiao Tong University*

- Unified semantic space to align human action labels across datasets to our large pangea of verbs.
- Collaborated with a large team of talents, including professors, postdocs, and undergraduates.

**KunBot**

*Independent Developer*

July 2016 - Now

- An open-source personal project that began as an exploration of IM chatbots, now a full-fledged AI assistant backed by a plethora of modules and GPT-based LLMs.
- An experimentation ground for game ideas, technical concepts, and content delivery via a unique medium with multi-modal capabilities.
- Accumulated over 60,000 users over years of development and iteration.

### **Cyber Lavoisier**

*Programmer (Software)*

May 2020 - November 2022

*Shanghai Jiao Tong University*

- Inspired by lab downtime caused by COVID-19, Cyber Lavoisier is a platform for conducting chemistry experiments from remote.
- A group of 4 students made everything from mechanical arms to cameras and sensors, WebRTC server and client, and modern web UI.
- The project was awarded the top prize in China-U.S. Young Maker Competition 2021.

### **Phigros & Rizline**

*Lead Programmer, Lead Translator, Game Designer*

March 2021 - Now

*Pigeon Games Inc.*

- The lead programmer of “Phigros”, a music game with more than 5 million downloads worldwide.
- Coordinated and worked with a team of 100+ members.
- Our second commercial rhythm game title, “Rizline”, is now released.