Wentao Yao

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Education

Ohio State University, College of Arts & Sciences

08/2017--05/2021

Bachelor of Science, Computer Information Science; Mathematics minor

GPA: 3.50/4.00

Relevant coursework: Software Development, Operating System, Machine Learning, Computer Game Animation, Database System, Computer Organization, Data Structure & Algorism, Knowledge-Based Systems, Linear Algebra, Differential Equations, Honors Calculus I&II, Statistics & Probability Theory

Northwestern University, College of Engineer

09/2021--present

Master of Science in Artificial Intelligence (expected)

GPA: N/A

Course Projects

Project Manager and Team Leader, Time-Sensitive AI Restaurant App

08/2020 - 12/2020

Capstone Design: Knowledge-Based Systems

- Developed an artificial intelligence chatbot to provide accurate and timely restaurant recommendations
- Designed auto-adjusting, Multi-layer Perceptron model recommendation base on the users' habit of taking food
- Averaged 94/100 on each stage of development in instructor evaluation

Project Manager and Team Leader, 2-D Mario Game

08/2019 - 12/2019

CSE 3902: Project: Design, Development, and Documentation of Interactive Systems

- Designed a well-performing 2-D game based on Nintendo's Mario game system
- Required familiarity with elements of game engines such as AI, animation, memory management, and user control
- Required competence in 2-D graphics objects and rendering

Competition Projects

Team Leader, I'm Something of a Painter Myself

07/2021 - 08/2021

- Use GANs to create art will you be the next Monet?
- Developed generative adversarial networks (GAN) to generate images in the style of Monet.
- Receive a score of 40.39745, reach 34th on the leaderboard.

Team Leader, Digit Recognizer

05/2021 - 06/2021

Learn computer vision fundamentals with the famous MNIST data

- Developed digit recognizer in two approaches: K-NN and CNN.
- Receive a score of accuracy in 0.9727 with K-NN and 0.9925 with CNN

Internship Experience

Hantu, Chengdu, Sichuan

05/2018 - 08/2018

Web Developer

- Built reusable code that could be utilized in other projects, effectively saving the company money
- · Regularly reviewed information on websites and pages to ensure that it was accurate
- Inputted optimization techniques to boost website speed and performance
- · Contributed back-end experience and collaborated on APIs

Extracurricular Competition

7627A VEX Robotics Team

08/2014 - 08/2017

Principle Programmer and Team Leader

- Developed preset program-control and manual-control program for a robot
- Led the team to reach Rank 18 in the Asia-Pacific Robotics Championship, and Rank 31 in the World Championship, the best ranking in the team's history
- Won the Judge's Award, one of only three teams in the World Championship

Skills and Language Proficiencies

- Technical: C, C#, Python, Java, MATLAB, LaTeX, PyTorch, TensorFlow, Linux, CNN, GAN
- Languages: Chinese (native), English (fluent)