

Hung-Jui Guo

Computer Science/Software Engineering Ph.D. student

🏠 7815 McCallum Blvd
APT 13205. Dallas
TX 75252

☎ (972) 2950330
✉ hxg190003@utdallas.edu
🌐 /in/hung-jui-guo-0a218aa1/

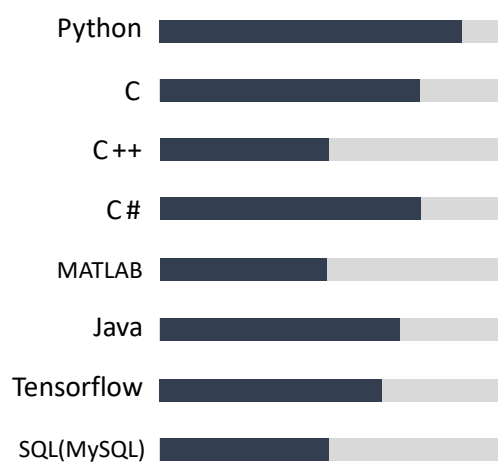


◆ Objective

Ph.D. student with **AR/MR/Computer Vision** research experiment

Currently implementing HoloLens 2 features for scene understanding related topics by collaborating with another research team. Looking for **summer research Internship** related to AR/VR/MR/ML/CV.

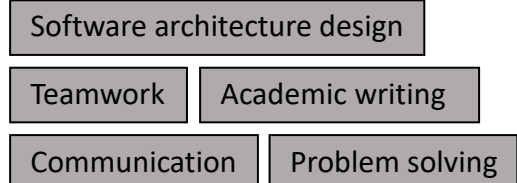
◆ Programming Languages



◆ Type Setting



◆ Soft Skills



◆ Education

2019-now Ph.D. in Computer Science, **the University of Texas at Dallas**

2016-2018 M.S. in Computer Science, **National Chung Cheng University**

- GPA: 3.55/4.0
- Thesis Title: Multi-Stream Networks for Multi-Sampled Multi-Label Image Classification

2012-2016 B.A. in Computer Science, **National Chung Cheng University**

◆ Research Experience

2019-now **Multimedia Lab** and in collaboration with Army Research Laboratory (ARL) in the Collaborative Adaptive Augmented Reality Environment (CAARE) project, the University of Texas at Dallas

Publication: **H.-J. Guo, J. Z. Bakdash, B. Prabhakaran, "Augmented Reality and Mixed Reality Measurement Under Different Environments: A Survey on Head-Mounted Devices",** submitted to IEEE Transactions on Instrumentation and Measurement (TIM).

- Surveying and reviewing papers related to Head-Mounted Devices measurement.

Publication: **H.-J. Guo, B. Prabhakaran, "HoloLens 2 Technical Evaluation as Mixed Reality Guide",** submitted to Multimedia System Journal.

- Providing guidelines and machine capacity for new HoloLens 2 users by testing different Mixed Reality features among sensors.

Publication: Y.-Y. Chung, H.-J. Guo, H. G. Kumar, B. Prabhakaran, “**High-quality First-person Rendering Mixed Reality Gaming System for In Home Setting,**” 2020 AIVR, Best Presentation Award.

- Creating real-time first-person rendering game for curing Phantom pain patients by using Kinect and Unity engine

2016-2018 Multimedia Computing Laboratory, National Chung Cheng University

Publication: W.-T. Chu and H.-J. Guo, “**Movie genre classification based on poster images with deep neural networks,**” MUSA, 2017 (in conjunction with ACM Multimedia 2017)

- Collecting robust movie posters dataset and classified movie genre to state-of-the-art accuracy. This publication currently has 35 citations.

◆ Awards and Honors

2020 AI CUP 2020 Aiwen Mango Three-Category Classification Competition top 25%, Taiwan

2019 Jonsson School \$1000 Graduate Study Scholarship, UTD, TX, USA

2018 Master Thesis Award, Taiwan Institute of Information & Computing Machinery, Taiwan

2017 Student Travel Grant, the ACM Multimedia, Mountain View, CA, USA

2017 Financial Support for Participating International Conferences, the Ministry of Science and Technology, Taiwan

2015 Excellent Paper Award, the Cloud Computing Computer Project Contest, Taiwan

◆ Projects

After-school project

Fall 2020 AI CUP 2020

Project Aiwen Mango Three-Category Classification Competition

- Building Machine Learning model for automatically classifying the quality of mangos and archive top 25% result.

The University of Texas at Dallas, TX, USA

Fall 2019 Database Design

Project DART bus database system design

- Simulate a complete bus and customer database system by using Oracle and EER diagram.

Fall 2019 Advanced Software Architecture and Design

Project NeGenSearch

- Build a search engine algorithm and system by using crawler to crawl websites and KWIC to create indices.

◆ Working Experiences

2020 - now Teaching Assistant/Research Assistant, CS department, UT Dallas

2014 - 2018 Dean's Office Assistant, College of Engineering, CCU

◆ Extracurricular Activities and Leaderships

National Chung Cheng University (CCU), Chiayi, Taiwan

2017-2018 Mentoring Junior Students on Research Projects in MCLAB

2015 Leader of Computer Project for Graduation

2013-2015 Captain of Computer Science Table Tennis Team

◆ Language

Chinese

English

Taiwanese