

Bo-Hsu (Hentci) Ke

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Education

National Yang Ming Chiao Tung University

Sept 2024 – Present

M.S. in Computer Science. Advisor: Wei-Chen Chiu. Co-Advisor: Yu-Lun Liu.

- **Courses:** Deep Learning, Data Visualization and Visual Analytics, Video Compression, Computer Graphics, Memory and Storage Systems, Image and Video Generations, Information Security Practices for Industries: Attack and Defense

National Chung Cheng University

Sept 2020 – June 2024

B.S. in Computer Science. Advisor: Jian-Jhih Kuo.

Publications

StealthAttack: Robust 3D Gaussian Splatting Poisoning via Density-Guided Illusions

Bo-Hsu Ke, You-Zhe Xie, Yu-Lun Liu, Wei-Chen Chiu

IEEE/CVF Conference on Computer Vision, (ICCV) 2025.

AuraFusion360: Augmented Unseen Region Alignment for Reference-based 360° Unbounded Scene Inpainting

Chung-Ho Wu*, Yang-Jung Chen*, Ying-Huan Chen, Jie-Ying Lee, Bo-Hsu Ke, Chun-Wei Tuan Mu, Yi-Chuan Huang, Chin-Yang Lin, Min-Hung Chen, Yen-Yu Lin, Yu-Lun Liu

IEEE/CVF Conference on Computer Vision and Pattern Recognition, (CVPR) 2025.

Feature Distraction Based Backdoor Defense for Federated Trained Intrusion Detection System

Yu-Wen Chen*, Bo-Hsu Ke*, Yen-Xin Wang, Shih-Heng Lin, Ming-Han Tsai, Bo-Zhong Chen, Jian-Jhih Kuo, Ren-Hung Hwang

IEEE Global Communications Conference, (GLOBECOM) 2024.

Knowledge Distillation Based Defense for Audio Trigger Backdoor in Federated Learning

Yu-Wen Chen*, Bo-Hsu Ke*, Bo-Zhong Chen*, Si-Rong Chiu, Chun-Wei Tu, Jian-Jhih Kuo

IEEE Global Communications Conference, (GLOBECOM) 2023.

Successive Interference Cancellation Based Defense for Trigger Backdoor in Federated Learning

Yu-Wen Chen*, Bo-Hsu Ke*, Bo-Zhong Chen*, Si-Rong Chiu, Chun-Wei Tu, Jian-Jhih Kuo

IEEE International Conference on Communications, (ICC) 2023.

**: equal contribution.*

Experiences

AI Researcher Intern

July 2025 – Aug 2025

Gamania

- Developed defense and watermarking models for IP protection using deep learning frameworks.
- Developed automated video thumbnail generation pipelines for news content and tested SOTA text/image-to-3D models.

Backend Developer

June 2021 – Apr 2023

Munative

- Developed backend for Munative Web APP using TypeScript, Node.js, GraphQL, and MongoDB.
- Implemented Domain-Driven Design for flexible backend architecture.

Projects

3D-Aware Restoration via Diffusion Models and Vision Mamba

July 2024 - Aug 2024

Evaluating the effectiveness of various methods (Restormer, fine-tuned diffusion model, and Vision Mamba) in mitigating simulated image artifacts to enhance NeRF and 3DGS performance in novel view synthesis.

Liver Saving Bot: Automated Script for Web-Based Games

Oct 2021 - June 2024

Liver Saving Bot is a fully automated script for *Granblue Fantasy*, developed over three years to alleviate the game's time-consuming nature, leveraging my web and script development experience.

Awards

- **Bronze Award of The 2022 ICPC Asia Taoyuan Regional Programming Contest**
- **Bronze Award of The 2023 ICPC Asia Taoyuan Regional Programming Contest**
- **Silver Award of The 2023 ICPC Asia Taiwan Online Programming Contest**
- **President's Award in 2023 Spring Semester** (Top 1% in the class)
- **College Student Research Scholarship, National Science and Technology Council, Taiwan**

Programming Skills

Languages: C/C++, Python, JavaScript, TypeScript

Tools: Git, Docker, Linux, Shell Script, PyTorch, TensorFlow, Latex, MongoDB, GraphQL, NerfStudio