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.

National Chung Cheng University *Sept 2020 – June 2024*
B.S. *in Computer Science. Advisor: Jian-Jhih Kuo.*

- **GPA**: 4.08/4.3

Publications

360-InpaintR: Reference-Guided 3D Inpainting for Unbounded Scenes

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

Under Submission, 2024

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

Backend Developer *June 2021 – Apr 2023*
Munative

- Developed the backend for Munative, a Web APP designed for Model United Nations activities, using TypeScript, Node.js, GraphQL API, and MongoDB.
- Implemented Domain-Driven Design principles to ensure flexibility and handle complex use cases in the backend architecture.

Projects

3D-Aware Image Restoration: Leveraging Diffusion Models and Vision Mamba Techniques *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.

Watermark Persistence in 3DGS: Evaluating Steganographic Robustness in 3D Scene Reconstruction *Apr 2024 - June 2024*

Evaluating the persistence of watermarks embedded using LSB, StegaStamp, and other steganographic techniques through the 3DGS reconstruction process.

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

- **President's Award in 2023 Spring Semester** (Top 1% in the class)
- **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**
- **College Student Research Scholarship, National Science and Technology Council, Taiwan** (collaborate with Bo-Zhong Chen, 2023)

Programming Skills

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

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