I-No Liao

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EDUCATION

Rice University Houston, TX

Master of Computer Science

Expected Dec. 2020

National Chiao Tung University

Hsinchu, Taiwan Sept. 2012 - Sept. 2014

M.S. in Electronics Engineering; GPA: 4.0/4.0 B.S. in Electronics Engineering; GPA: 3.91/4.0

Sept. 2008 - June 2012

RELEVANT COURSEWORK

Web Development and Design, Introduction to Database Systems, Data Mining, Parallel Programming, Object-Oriented Programming and Design, Data Structures, Algorithms, Operating Systems, Computer Organization

PROFESSIONAL SKILLS

Programming Python, C/C++, Java, JavaScript

Web Development HTML, CSS, jQuery, Node.js, Express.js, Database Systems

Machine Learning TensorFlow, Keras, Scikit-learn, Grid Search, K-fold Cross-Validation

Other Web Crawler, Linux, OpenCV, Vim, Pandas, Git, GitHub

WORK EXPERIENCE

Research Assistant

National Chiao Tung University

Hsinchu, Taiwan

Aug. 2018 - Apr. 2019

• Developed TrackNet, a deep learning network based on VGG16 + DeconvNet, for high-speed tiny object tracking applications.

- Achieved 85% badminton tracking precision in low-cost broadcast videos by the proposed TrackNet.
- Constructed a MvSOL database to store the retrieved badminton coordinates according to timestamps for faster data utilization.
- Served as TrackNet project leader who coordinated the project development and mentored 4 undergraduate students to learn Database Systems, Deep Learning, and Data Mining through on-job training.
- Won the 2019 best project award from the Ministry of Science and Technology of Taiwan.
- Project website: https://inoliao.github.io/CoachAI/

MediaTek Inc. Hsinchu, Taiwan

RF Algorithm Design Engineer

Dec. 2014 - Dec. 2017

- Designed Digital Pre-Distortion (DPD) algorithm, implemented by the adaptive correlation and interpolation approximation, to achieve 15% power reduction and 5 times calibration speedup for 4G/5G transceivers.
- Built an object-oriented based framework and API to realize DPD verification on smartphones, which shortens the overall verification process by 2 times compared to the conventional approach.
- Coordinated the DPD project development with the verification team and vendors to facilitate the DPD mass production.
- Published 2 US patents, US20180331662A1 and US9985590B2, associated with the DPD algorithm.

PROJECTS

TrackNet Optimization – Parallel Programming

Feb. 2019 - June 2019

- Achieved 3 times runtime speedup on image frames retrieval from videos by **thread pool** under 6-core operation.
- Obtained 4 times runtime speedup on heatmap generation by **asynchronous multi-core processing** under 6-core operation.
- Adopted systematic profiling to identify the proportion of parallelizable and non-parallelizable parts of the program.
- Optimized the trade-offs between program speedup and parallel overhead, including multi-core communication, load balancing, and **synchronization**, by evaluating the degree of parallelism.
- Project website: https://inoliao.github.io/ppTrackNetWebsite/

NBA Game Prediction System - Machine Learning

Feb. 2018 - Aug. 2018

- Developed a crawler capable of scraping AJAX pagination data to collect and format NBA box scores from the website.
- Integrated data cleaning functions into the crawler to prune invalid data during information retrieval by error detection.
- Achieved 76.8% NBA game prediction accuracy in 2017-18 playoffs by the proposed composite 2-stage stacked machine learning model consisting of SVM, GBDT, XGBoost, and AdaBoost.
- Exploited grid search and 10-fold cross-validation to optimize model parameters and improve the prediction accuracy.
- Project website: https://inoliao.github.io/nbaWebsite/