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Yuzhe Yang

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EDUCATION

The Chinese University of Hong Kong, Shenzhen Shenzhen, China
B.Eng. in Computer Science and Engineering *Sep. 2021 – May 2025*
Advised by: Prof. Jianfeng Mao and Prof. Benyou Wang
Research Interest: Graph Learning, Multimodal LLM, Trustworthy AI

PUBLICATIONS

Submitted
1. **LI2024102326** [paper]
2. **xie2024openfinllmsopenmultimodallarge** [paper] [huggingface]

Working Paper
1. **workingpaper1**
2. **workingpaper2**

RESEARCH EXPERIENCE

Undergraduate Research Assistant June 2020 – Present
Texas A&M University *College Station, TX*
- Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems
- Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data
- Explored ways to visualize GitHub collaboration in a classroom setting

Information Technology Support Specialist Sep. 2018 – Present
Southwestern University *Georgetown, TX*
- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of computers, classroom equipment, and 200 printers across campus

Artificial Intelligence Research Assistant May 2019 – July 2019
Southwestern University *Georgetown, TX*
- Explored methods to generate video game dungeons based off of *The Legend of Zelda*
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Presented virtually to the World Conference on Computational Intelligence

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PROJECTS

Gitlytics | *Python, Flask, React, PostgreSQL, Docker* June 2020 – Present
- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Implemented GitHub OAuth to get data from user's repositories
- Visualized GitHub data to show collaboration
- Used Celery and Redis for asynchronous tasks

Simple Paintball | *Spigot API, Java, Maven, TravisCI, Git* May 2018 – May 2020
- Developed a Minecraft server plugin to entertain kids during free time for a previous job
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release