更改日志

20250104

1. 修改经历时间，删除月份
2. Skillset moves to the bottom and make it white
3. Remove 每个experience下的单独行skills

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| --- | --- |
| **WORK EXPERIENCE** |  |
| **Momenta** Software Engineer Intern | Shanghai, China | *2024* |
| * Delivered the first version of reversing feature in parking lots for **GM Cadillac Lyric** during a complete product life cycle * Developed a **clustering algorithm** to detect stuck states in autonomous vehicles, boosting recovery performance by 3% across 800+ **real** parking **test cases** in 30+ garages within 4 months * Designed a checker to detect prolonged braking stops, achieving 98% accuracy in identifying stuck states and reducing false positives by 15%, enhancing simulation reliability across 15,000+ events * Slashed the product manager’s workload by 87.5% through automating the advanced data processing of 36,000+ simulation test records per day across 6 parking scenarios | |
| **TECHNICAL LEADERSHIP** |  |
| **DJI RoboMaster Competition** | **[Git repo](https://github.com/SRM-Vision/SRM-Vision-2022)** | **[Video](https://www.youtube.com/watch?v=4uyBBJRXUTg)** |  |
| *Team Leader* | *2022 - 2024* |
| * Managed a 40-student team to build 8 types of robots from scratch for 2 years, winning the **3rd place** in RoboMaster 2023 * Gained **US$20,000** in sponsorship by increasing success rate in shooting, movement, and detection through **7000+ tests** | |
| *Co-Head of Robot Computer Vision* | 2020 - 2022 |
| * Deflected a **real-time** **auto-aim** system for mobile robots, getting promotion by coding contribution and trouble shooting * Converted complete OpenCV-based object detection into OpenCV pre-processing+YOLOv7, increasing accuracy by 25% * Refactored the system in collaboration with 5 peers from **python to C++**, achieving 60 and 80 fps on NVIDIA NX and AGX * Initiated a movement prediction algorithm that processes object detection key points, improving efficiency by 50% | |
| **MealMate: From Cravings to Carts** | **[Git repo](https://github.com/SRM-Vision/SRM-Vision-2022)** | *2024* |
| *Team Leader*   * Designed a sequential chat system with 3 LLM agents using AutoGen to analyze user requirements and generate ordered items, achieving 0.9551 cosine similarity, 0.2712 ROUGE-L, and 0.8811 BERT F1 score. * Developed data processing functions and effective prompts for LLM agents, and integrated Deepgram API in a Flask backend to convert speech to text for real-time drive-thru interaction, achieving 85% successful transactions | |
| **FIRST Tech Challenge** | **[Team Documentary](https://www.youtube.com/watch?v=ZKn0rDUpNfY)** | *2017 - 2020* |
| *Team Leader*   * Developed an autonomous system using motor encoders, color sensors, and **OpenCV**/**TensorFlow SDK** for control and 95%+ accurate **detection**, achieving **highest** score in the Regional with **rule-based** human driver imitating strategies * Led the team to achieve 2 admissions into FIRST World Championships in [2018](https://theorangealliance.org/teams/14263?season_key=1718)&[2019](https://theorangealliance.org/teams/16107?season_key=1819)(**top 2 %** out of 7500 teams globally), 1 Inspire Award(**1st** out of 40 teams), and 3 Connect Awards**(top 8%** out of 60 teams) | |
| **RESEARCH** |  |
| **Visual Explainer For Deep Learning Decisions** | **[Demo Video](https://www.youtube.com/watch?si=gGqRFG9EwhzPH2b1&v=HcAEPgrM9zM&feature=youtu.be)** | *2023 – 2024* |
| * Designed a 2-stage **semantic segmentation** and an **AutoEncoder** with tree constraints to extract and rank concepts by importance using Shapley Value, boosting consistency score by 35% on 1000+ images from 20 **ImageNet** classes * Developed a **Django backend APIs** for page navigation, handling **GET** and **POST** requests, and efficient data retrieval * Built a **Vue.js** **frontend** showing features such as user login, image segmentation, and contribution heatmap visualization | |
| **Mining Property Relations of NASICON Solid Electrolyte** | Research Assistant | *2021 - 2023* |
| * Labeled 7,000+ high-quality NASICON literature sentences, improving **Named Entity Recognition** (NER) model performance by 5% in precision, **3%** in recall, and 4% in F-1 score * Developed a **BERT-based data processing pipeline** to extract 106,896 material entities and 260,475 entity-relation triples from 1,808 NASICON-related literature sources, with efficient storage in **Neo4j** and **MySQL** as **backend database** * Built a **Vue.js** platform with **Element UI**, **routing**, and **state management**, allowing materials scientists to identify target texts in literature and convert them into a **knowledge graph** to explore relationships between material properties | |