

# Shih-Yang Su

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## EDUCATION

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- 2018.8 - **M.Sc. in Electrical and Computer Engineering**  
*Dept. of Electrical and Computer Engineering, Virginia Tech, Blacksburg, VA*
- Visual Representation Learning
    - Common Sense Reasoning
  - Embodied Vision Learning
- Advisor: Prof. Jia-Bin Huang*
- 2013.9 - 2017.6 **B.S. in Computer Science**  
*Dept. of Computer Science, National Tsing Hua University, Hsinchu, Taiwan*
- GPA: 4.16/4.30 (overall), 4.25/4.30 (major) Rank: 3<sup>rd</sup>/120 (top 2.5%)

## PUBLICATIONS

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- **Diversity-driven exploration strategy for deep reinforcement learning**  
*Z.-W. Hong, T.-Y. Shann, S.-Y. Su, Y.-H. Chang, C.-Y. Lee*  
Neural Information Processing Systems (NeurIPS), 2018 [[pdf](#)]
- **Virtual-to-real: Learning to control in visual semantic segmentation**  
*Z.-W. Hong, Y.-M. Chen, S.-Y. Su, T.-Y. Shann, Y.-H. Chang, H.-K. Yang, B. Ho, C.-C. Tu, Y.-C. Chang, T.-C. Hsiao, H.-W. Hsiao, S.-P. Lai, C.-Y. Lee*  
International Joint Conference on Artificial Intelligence (IJCAI), 2018 [[video](#)][[pdf](#)]
- **A deep policy inference Q-network for multi-agent systems**  
*S.-Y. Su\*, Z.-W. Hong\*, Y.-S. Chang\*, T.-Y. Shann\*, and C.-Y. Lee\**  
(\* indicates equal contribution)  
International Conference on Autonomous Agents and Multiagent Systems (AAMAS), 2018 [[pdf](#)]
- **Automatic conversion of pop music into chiptunes for 8-bit pixel art**  
*S.-Y. Su, C.-K. Chiu, L. Su, and Y.-H. Yang*  
International Conference on Acoustics, Speech and Signal Processing (ICASSP), pp. 411-415. Mar. 2017 [[ieee](#)][[pdf](#)]

## EXPERIENCES

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- Summer 2019 **Borealis AI** - Summer Intern
- Developed graph convolutional model for bank application
- Spring 2019 **Virginia Tech** - Teaching Assistant  
Advanced Machine Learning, Spring 2019  
*Advisor: Prof. Jia-Bin Huang*
- Fall 2018 **Virginia Tech** - Research Assistant  
*Dept. of Electrical and Computer Engineering, Virginia Tech, Blacksburg, VA*
- Developed algorithm for optical flow estimation
  - Visual representation for embodied agents
- Advisor: Prof. Jia-Bin Huang*

- 2017 - 2018     **National Tsing Hua University** - Research Assistant
- Developed algorithm for multi-agent collaborative/competitive scenarios [[pdf](#)]
  - Worked on methods to improve exploration for RL agent [[pdf](#)]
  - Worked on virtual-to-real learning for vision-based robot navigation [[pdf](#)]
- Advisor: Prof. Chun-Yi Lee*
- Fall 2016        **National Tsing Hua University** - Teaching Assistant  
Hardware Laboratory, Fall 2016  
*Advisor: Prof. Chun-Yi Lee*
- National Tsing Hua University** - Research Assistant
- Deployed algorithms on embedded system for real-time object detection
- Advisor: Prof. Shang-Hong Lai*
- Summer 2016   **Academia Sinica** - Research Assistant
- Developed algorithms for converting pop music into 8-bit
- Advisor: Prof. Yi-Hsuan Yang, Prof. Li Su*
- Summer 2015   **Broadcom Corporation** - Summer Intern  
Hsinchu, Taiwan

## AWARDS

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- **NeurIPS 2018 Student Volunteer**
- **ZyXEL Outstanding Student Scholarship**  
*Awarded to outstanding student in college of Electrical Engineering and Computer Science*
- **Excellent Graduation Project Award**  
*Awarded to top 5 graduation projects in Dept. of Computer Science*
- **Academic Achievement Awards** (5 times) (2013-2017)  
*Awarded to top 5% students in Dept. of Computer Science*
- **Best Project Award**  
*In course Introduction to Multimedia*
- **Best Poster Presentation Award**  
*In course Social Computing Application Design*

## SELECTED PROJECTS

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1. **Pop-to-8bit** [[github](#)]  
**S.-Y. Su**, C.-K. Chiu, L. Su, and Y.-H. Yang  
*A pipeline that combine both machine learning and signal processing techniques to convert pop musics into chiptune songs.*
2. **Keras Image Captioning Model** [[github](#)]  
**S. Y. Su**, Y. R. Lin, S. D. Yang, *NTHU CS565500 project*, CIDErD score: 0.765, Rank 1<sup>st</sup> in course.
3. **A deep policy inference Q-network for multi-agent systems** [[github](#)]  
**S.-Y. Su**, Z.-W. Hong, Y.-S. Chang, T.-Y. Shann, and C.-Y. Lee  
*Tackling non-stationarity problem in multi-agent RL environment through inferring opponents'/collaborators' policies.*