

Andy Chen

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EDUCATION

M.S.	Tsinghua University (QS World Ranking #17, Top University in China) <i>Data Science and Information Technology</i> Thesis: "Topological and Graph Theoretical Data Analysis for Brain Dynamics Studies" Courses: Machine Learning (A-), Learning from Data (A-), Bayesian Learning (A-), Computational Photography (A)	Aug 2022 - Jun 2025
B.Eng.	The University of Glasgow <i>Electronics and Electrical Engineering</i> 1:1 First-Class Honours Degree Courses: Computing System (A1), Programming (A3), Embedded Processors (A1), Digital Communication (A1)	Aug 2018 - Jun 2022
B.Eng.	University of Electronic Science and Technology of China (UESTC) <i>Electronic Information Engineering</i> GPA: 3.99/4.0, ranked 2/231 Excellent Graduate Award, Excellent Bachelor's Degree Thesis, National Scholarship Courses: Python Data Analysis (92), Signals and Systems (99), Probability (93), Calculus (97), Digital Logic (91)	Aug 2018 - Jun 2022

WORK EXPERIENCE

Algorithm Developer AI, (M)LLM Training & Eval, 10+ Projects	Apr - Sep 2025
Tencent (China's leading internet company that developed WeChat)	
• LLM Chatbot Song Information Detection LLM Fine-Tuning, SFT/RLHF	
Design training datasets in OpenAI format from user logs for detecting song info (title, artist, etc.) from chat histories. Fine-tune Qwen and GPT-OSS base models using LLaMA Factory and EasyR1 frameworks. Song information detection reached 95%+ accuracy with Qwen1.7B/4B models.	
• VLM Chatbot Meme Understanding and Collection MCP, RAG, API, VLM Eval	
Automate collection of 2000+ memes from the internet using RAG search with MCP tools and dataset APIs . Meme search quality control using computer vision models for face detection and MCP settings for relevance scores. Interpret memes using VLM (Gemma) inference , annotating the suitable context, meme purpose, etc.	
• VLM Food Datasets and Calorie Detection VLM Traning & Eval, CV	
Fine-tuned and benchmarked 10+ VLM base models (Qwen-VL, LLaVA, intern-VL, Kimi-VL, Yi-VL, etc.) on 20+ datasets with LLaMA Factory , VLLM , EvalScope , and VLMEvalKit , exploring 10+ parameters/config settings (lora rank, gradient accumulation step, epoch, etc.). Implement CV methods (YOLO-World etc.) to compare with VLM detection accuracy	
• VLM & Diffusion Model Visual Effect Generation GenAI, Prompt Eng., Eval	
Evaluate the image and video generation of MLLM and diffusion models for visual special effects. Tested object detection, math datasets, and video question answering performances of Vision-Language Models (VLMs).	
• MLLM Prediction of Movie Watching Brain Response	
Extract video features using MLLMs and vision-transformer (ViT) models using PyTorch . Predict brain response (fMRI) using regression models.	

RESEARCH PROJECTS

• Dynamic Functional Connectivity Analysis using Topological and Graph Theoretical Methods
[Conference Paper] [Oral Presentation] Comp. Neuro., Nilearn, Python, Sklearn, Pandas, MATLAB
Applied graph theory and topological data analysis to extract brain networks in MATLAB. Extracted graph/simplicial features of brain time-point networks in Python/Jupyter. Processed fMRI data of schizophrenia, bipolar disorder, autism spectrum disorder, etc. using Nilearn Examined group differences of metric distributions using statistical testing. Discovered statistically significant ($p < 0.05$) biomarkers, backed by previous study findings.
• Multi-View 3D Reconstruction [Conference Paper] CV, PyTorch, C++, 3D Modeling

Generated and processed 3D point cloud data for multiview reconstruction datasets using **Blender** and **CloudCompare**. Enhanced sparse view 3D reconstruction using shape prior representations with **RANSAC** algorithm and **CGAL** package. Improved the PMVS multiview stereopsis algorithm in **C++** & Reduced the overall mean distance by **22%**.

- **Drone Image Stitching** [Journal Article (Chinese)] | **MATLAB, CV, Img. Processing**

Proposed a distance-based stitching method to solve ghosting and irregular overlap problems.

Studied Euclidean Mapping, Optimal Seamline, and Multi-Resolution Image Fusion algorithms.

Investigated feature detection methods, including SURF and SIFT, and implemented them in MATLAB.

AI EVENTS & PROJECTS

Projects:

- **Encode x Arc DeFi Hackathon** | **TypeScript, Python, PostgreSQL, Gamma**

On-Chain Lending Smart Contract App for Freelancer Economy.

- **Granola & V0 Hackathon** | **React/TypeScript, REST API/Python, V0/Vercel**

Online meeting software with participant emotion analysis.

- **Website Accessibility Test with Computer-Use Agents** | **Agents, LangChain, Eval**

Automate testing of WCAG 2.2 website accessibility using **OpenAI CUA** with web viewing tools.

- **Metaverse and Digital Asset Creator Program - University of Hong Kong** | **Roblox, Unreal Engine, Unity**

Interactive 3D digital architectural assets and virtual classrooms.

- **Sentiment Analysis of Restaurant Reviews Using BERT Models** | **HuggingFace, BERT, RNN, Transformers**

Sentiment analysis of Meituan dataset. Visualized attention and word importance.

- **Obstacle Course Navigation Car Robot** | **Embedded C, OpenMV, microprocessors**

Built a robot car for obstacle courses using processors, sensors, cameras, motors, and antenna communication modules.

Events:

NH(A)I Global Summit - London; AI for Science: Scientists to Builders; Weights & Biases Fully Connected London 2025;

GenZ Immersive Technologies Summit; GenAI London 2025; International Conference of Brain Informatics Bangkok 2024

SKILLS

AI Frameworks:	PyTorch	TensorFlow	Transformers	HuggingFace	(M)LLMs
AI Techniques:	Prompt Eng.	NLP	Neural Networks	API Integration	Software Dev.
Agentic Systems:	MCP	A2A	RAG	Vector DBs	LangChain
LLM Ecosystem:	Qwen	GPT-OSS	Gemma	InternVL	LLaMA
LLM Training Tools:	LLaMA-Factory	EasyR1	VLLM	SFT/RLHF	EvalScope
Programming:	Python	C/C++	Java	Linux	Git
Data Science:	NumPy	Pandas	Scikit-learn	MATLAB	
Data Analytics:	SQL	Tableau	Power BI	R	Excel
Frontend:	React	TypeScript	HTML/CSS	Swift	Bootstrap
Hardware & Embedded:	LTSpice	Multisim	Keil	Verilog	Assembly
Neuroscience:	Nilearn	Conn. Workbench	SPM		
3D & Design:	Unity	Roblox	Unreal Engine	CloudCompare	Meshlab