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NUO CHEN

Postgraduate in data science



WORK EXPERIENCE

EA Digital Illusion CE

Master thesis intern in gameplay

📅 Jan. 2021 - Jun. 2021 📍 Stockholm, Sweden

- The project is about studying transfer learning of deep learning-based procedural animation systems, to improve the performance of the models on new character rigs with limited training data.

KTH - Royale Institute of Technology

Lab assistant in biomechanics with the focus on interactive bio-feedback

📅 Jun. 2020 - Apr. 2021 📍 Stockholm, Sweden

- I developed an Unity software that communicates with Vicon Nexus, to create an interactive environment that is controlled by inputs from force plates. It can measure and quantify a subject's balance-ability and provide a tool for practice and rehabilitation for balance-impaired patients.

Teaching assistant for the course ID1019

📅 Jan. 2019 - Mar. 2019 📍 Stockholm, Sweden

Questback Sweden

Technical (help desk) support

📅 May. 2017 - Jan. 2018 📍 Stockholm, Sweden

- I provided technical assistance and guidance for the company's survey tool to the customers via email and phone.

Asami Sushi

Cashier and kitchen assistant

📅 2013 - 2021 📍 Stockholm, Sweden

- My job was to process orders and payments from customers and assist the chef in the kitchen.

EDUCATION

Master of Computer Science and Engineering with specialisation in Data Science

KTH - Royale Institute of Technology

📅 2017 - 2021 📍 Stockholm, Sweden

- Studied abroad in Nanyang Technology University (Singapore) during fall semester 2019
- GPA: 4.5 (updated: 2020-04-13)

Reference available upon request

PROJECTS



Rig-agnostic encoding

Deep learning framework, PyTorch

- A deep learning-based framework for encoding pose data from character rigs of different configurations to similar latent representation, either feature-wise or dimension-wise.



Hamil's Cube

Puzzle game, Android

- A puzzle-solving mobile game that combines Hamiltonian path problem with Rubik's cube mechanism.



Mirrorception

Puzzle game, PC

- A demo of a puzzle game, where the core mechanism is to use mirrors to enter a inversed world.



CSRnet Web App

Deep learning, PyTorch

- A web application that pulls images from public web cameras in NTU, analyzes it using dilated convolutional neural network and returns the crowd density map of the image.



StockMaster

Machine learning, Stock price prediction

- The project consists of three modules: **predicting** future stock price movements, **evaluating** the credibility of the prediction and **deciding** optimal action to maximise the gain.

SKILLS

Machine Learning Data Engineering
Deep learning C C++ C# Java
Python Elixir Linux HPC
Operating systems Computer Network
Software Engineering Unity
3D-modelling 2D Graphic Design
Video-editing 3D-animation

INTERESTS

Action games AI PC hardware
From software games Graphics