YUNKUN (RICKY) LU

Carnegie Mellon University Junior, B.S. in Computer Science, Minor in Computational Finance

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 https://github.com/PaperbagLife   https://paperbaglife.github.io   ▤ Citizenship: New Zealand

PROJECTS

Couple Trouble
📅 Feb 2020–Present

- Computer vision 2D game
- Building a 2 player obstacle-dodging Co-op Game that detects distinct colors
- Best Valentines Hack award in Tartan Hacks

CVShooter
📅 Apr 2019

- 112 Term Project (96.6%)
- Utilized Computer vision to control the player in top-down shooter game on Pygame
- Color detection and object tracking

Enter the Arena
📅 Sept 2018 - Dec 2018

- 3D VR hack and slash game
- Programmed enemy attack logic in C#
- Collaborated with a team of 9 people in Game Creation Society

EXPERIENCE

Evaluating the Validity of Automatic Speech Recognition Technologies for Online Medical Counseling
📅 May 2020 - present

- Transcribing medical videos using Automatic Speech Recognition(ASR) APIs from Google, IBM, and Microsoft
- Evaluating the performance of the APIs using word error rate and Levenshtein distance
- Identifying and evaluate factors that affect ASR performances

International English Support & Education
📅 Feb 2016 – August 2018

- Taught English to Chinese students through video calls
- Became an expert about many unique, local Chinese cultures

School representative for Engineering Without Borders
📅 May 2017–May 2018

- Arranged workshops at my school to inspire future engineers
- Communicated with EWB to ensure an annual talk/workshop

EDUCATION

B.S. in Computer Science, Minor in Computational Finance
📅 2018-May 2022   ⌖ Pittsburgh, PA

GPA - 3.80/4.00
Notable coursework:

- Theoretical Computer Science
- Intro to Computer Systems
- Data Structures and Algorithms
- Mathematical Modeling
- Discrete time Finance
- Artificial intelligence
- Machine Learning

SKILLS

Python   C/C++   Java
Video Editing   Data visual production
Photoshop   OpenCV (Computer Vision)
Google Cloud API   IBM Watson API
Microsoft Azure API   Pygame
Sockets   HTML   Unity   LaTeX

INTERESTS/HOBBIES

Computer Vision   VR   Game Design
Speech recognition   Violin
Accessibility support for games

LANGUAGES

English ●●●●●
Chinese (Mandarin) ●●●●●
Japanese ●●○○○