YUNKUN (RICKY) LU

Carnegie Mellon University Junior, Computer Science/Computational Finance

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

PROJECTS

Couple Trouble
Computer Vision 2D Game

📅 Feb 2020–Present

- Computer Vision detects distinct colors for 2 player game
- Best Valentines Hack award in Tartan Hacks

CVShooter
Computer Vision Top-Down Shooter Game

📅 Apr 2019

- 112 Term Project (96.6%)
- Computer Vision controlled top-down shooter game on Pygame
- Color detection and object tracking

Evaluating the Validity of Automatic Speech Recognition Technologies for Online Medical Counseling
Independent research

📅 May 2020 - present

- Transcribe medical videos using Automatic Speech Recognition(ASR) APIs from Google, IBM, Microsoft
- Evaluate the APIs using word error rate and Levenshtein distance
- Identify and evaluate factors that affect ASR performances

Enter the Areana
Project Member

📅 Fall 2018

- 3D VR game in Unity using HTC vive
- Programmed enemy attack logic in C# Collaborated with a team of 9 people

EXPERIENCE

International English Support & Education

📅 Feb 2016 – August 2018

- Taught English to Chinese students through video calls
- Learned 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
- Further communications ensured an annual talk/workshop

EDUCATION

B.S.in Computer Science, Minor in Comp Finance

📅 2018-May 2022 📍 Pittsburgh, PA

GPA - 3.80/4.00
Selected coursework:
- Theoretical Computer Science
- Intro to Computer Systems
- Data Structures and Algorithms
- Mathematical Modeling

In progress:
- Discrete time Finance
- Artificial intelligence
- Machine Learning

PROGRAMMING LANGUAGES

Python C SML Java HTML

SKILLS

Video Editing Data visual production Photoshop OpenCV (Computer Vision) Google Cloud API IBM Wattson API Microsoft Azure API Pygame Sockets HTML Unity LaTeX

INTERESTS

Computer Vision Autonomous Vehicles VR Game Design Speech recognition Accessibility support for games

LANGUAGES

English
Chinese (Mandarin)
Japanese