

YUNKUN (RICKY) LU

Carnegie Mellon University Junior, Computer Science/Computational Finance

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https://github.com/PaperbagLife

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

EXPERIENCE

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

International English Support & Education

Feb 2016 – August 2018

- Taught English to Chinese students through video calls
- Learned about many unique, local Chinese cultures

Organizer of Arcade Hackathon

April 2018

- Organized city-wide hackathon attended by highschool students
- Obtained funding for food and prizes from contacting local companies for sponsors

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:

- 15-251: Theoretical Computer Science
- 15-213: Intro to Computer Systems
- 15-210: Data Structures and Algorithms
- 21-380: Mathematical Modeling

In progress:

- 21-370: Discrete time Finance
- 15-281: Artificial intelligence
- 10-315: Machine Learning

PROGRAMMING LANGUAGES

Python
C
SML



SKILLS

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

INTERESTS

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

LANGUAGES

Chinese (Mandarin)
English
Japanese

