YUNKUN (RICKY) LU

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

@ yunkunL@andrew.cmu.edu \\ \O https://github.com/PaperbagLife

in https://www.linkedin.com/in/yunkun-lu/

☐ 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

m Sept 2018 - Dec 2018

- Programmed all enemy attack logic in C# for a 3D VR hack and slash game in Unity
- 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 Visual Data 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

