

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

- 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 Dat 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

