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 Boarders

🗓 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 ●●●○○

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 ●●●○○