

# Yen-Cheng Liu

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## EDUCATION

**Georgia Tech**, Atlanta, GA

*Ph.D. student*, Machine Learning

Aug. 2018 -

**National Taiwan University**, Taipei, Taiwan

*M.S.*, Electrical Engineering

Sep. 2015 - June 2017

GPA: 4.19/4.30

**Technical University of Munich**, Munich, Germany

*Exchange Student*, EE&IT

Sep. 2014 - Mar. 2015

**National Chiao Tung University**, Hsinchu, Taiwan

*B.S.*, Electrical and Computer Engineering

Sep. 2011 - June 2015

GPA: 4.24/4.30

## RESEARCH INTERESTS

Machine Learning, Computer Vision, Robotics,  
Domain Adaptation, Representation Learning, Multi-Modalities Machine Perceptions.

## PUBLICATIONS

**Y.-C. Liu**, Y.-Y Yeh, T.-C. Fu, S.-D. Wang, W.-C. Chiu, Y.-C. F. Wang. Detach and Adapt: Learning Cross-Domain Disentangled Deep Representation, *IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2018 (**Spotlight Presentation**)

Y.-J. Li, F.-E. Yang, **Y.-C. Liu**, Y.-Y Yeh, X. Du, Y.-C. F. Wang. Adaptation and Re-Identification Network: An Unsupervised Deep Transfer Learning Approach to Person Re-Identification, *IEEE Conference on Computer Vision and Pattern Recognition Workshops (CVPR workshop)*, 2018

T.-S. Kuo, K.-S. Tseng, J.-W. Yan **Y.-C. Liu**, Y.-C. F. Wang. Deep Aggregation Net for Land Cover Classification, *IEEE Conference on Computer Vision and Pattern Recognition Workshops (CVPR workshop)*, 2018

A. Liu, **Y.-C. Liu**, Y.-Y Yeh, Y.-C. F. Wang. Anonymous Paper Title, *Conference on Neural Information Processing Systems (NIPS)*, 2018 (under review)

Y.-Y Yeh, **Y.-C. Liu**, W.-C. Chiu, Y.-C. F. Wang. Anonymous Paper Title, *European Conference on Computer Vision (ECCV)*, 2018 (under review)

**Y.-C. Liu**, W.-C. Chiu, S.-D. Wang, Y.-C. F. Wang. Domain-Adaptive Generative Adversarial Networks for Sketch-to-Photo Inversion, *IEEE International Workshop on Machine Learning for Signal Processing (MLSP)*, 2017

A.-S. Liu, T.-W. Hsu, P.-H. Hsiao, **Y.-C. Liu**, L.-C. Fu. The Manhunt Network: People Tracking in Hybrid-Overlapping Under the Vertical Top-view Depth Camera Networks, *IEEE Conference on Advanced Robotics and Intelligent Systems*, 2016

**Y.-C. Liu**, P.-H. Ciou, C.-S. Fuh. 2D+3D Morphing Model, *IPPR Conference on Computer Vision, Graphics, and Image Processing (CVGIP)*, 2016

<b>EXPERIENCE</b>	<b>Research Assistant</b> <div>National Taiwan University Taipei, Taiwan</div> Advisor: Prof. Yu-Chiang Frank Wang <ul style="list-style-type: none"> <li>• <b>Single-Image Depth Estimation with Semantics Consistency</b> <ul style="list-style-type: none"> <li>- Integrated unsupervised depth estimation with semantic segmentation</li> <li>- Proposed segment-based stereo consistency to improve depth estimation</li> </ul> </li> <li>• <b>Stochastic Video Synthesis and Completion</b> <ul style="list-style-type: none"> <li>- Extracted time-order representation from limited anchor frames</li> <li>- Achieved video prediction and interpolation based on sequence-sequence model</li> </ul> </li> </ul>
	<b>Graduate Research</b> <div>CITI, Academia Sinica Taipei, Taiwan</div> Advisor: Prof. Yu-Chiang Frank Wang <ul style="list-style-type: none"> <li>• <b>Learning Cross-Domain Disentangled Representation</b> <ul style="list-style-type: none"> <li>- Excelled the state-of-the-art in task of unsupervised domain adaptation</li> <li>- Achieved unsupervised image translation conditioned on given attribute</li> </ul> </li> <li>• <b>Domain-Adaptive GAN for Sketch Inversion</b> <ul style="list-style-type: none"> <li>- Proposed cross-style sketch-to-photo inversion based on generative models</li> <li>- Adapted the sketch-to-photo inversion to unsupervised sketch style</li> </ul> </li> </ul>
	<b>Teaching Assistant</b> <div>National Taiwan University Taipei, Taiwan</div> Instructor: Chung-Yang (Ric) Huang         Course: Data Structure and Programming <ul style="list-style-type: none"> <li>- Provided one-to-one assistance for 150+ students and graded the programming assignments</li> </ul>
	<b>Jenga Builder</b> Automatic reconstruction of Jenga tower using 6-DOF robotics arm and RGB-cam  <b>Bio-baseball</b> Created sports simulator controlled by eye movement and forearm muscles  <b>AI-Bomber-Man</b> Applied Flood-Fill algorithm to create multiple AI enemies of Bomberman game  <b>Hiticket.tk</b> Built up real-time system for secondhand ticket information exchange
<b>SIDE PROJECTS</b>	
<b>COMPUTER SKILLS</b>	<b>Languages:</b> C, C++, Java, Perl, Bash, Python, MATLAB, Lua, SQL, L <sup>A</sup> T <sub>E</sub> X.  <b>Toolbox/Software:</b> TensorFlow, PyTorch, Theano, Torch, Caffe, Chainer, Unity.
<b>HONORS &amp; AWARDS</b>	<b>GAN MOST Competition First Prize</b> <div>2017</div>
	<b>Rotary International Graduate Student Scholarship</b> <div>2016</div>
	<b>Dean's List Award (4 times)</b> <div>2011-2015</div>
	<b>Exchange Student Scholarship</b> <div>2014</div>
	<b>Pan Wen Yuan Foundation Scholarship</b> <div>2013</div>