Wang Tianying

Research Engineer

Mar 28, 1995

03-02, 132 Pasir Panjang Road,
118549 Singapore

+65 90569289

wty00678@gmail.com

About Me

I'm a curious and self-driven learner. I'm interested in human-centered AI and robotics. I believe in the future of human-compatible AI, and contribute my passion to the research and development on embodied AI.

Languages

- Chinese ●●●●●
- English ●●●●○
- Japanese ●●●○○
- Cantonese ●●●○○

Hobbies

- Arts ●●●●●
  - Design website, animations
  - Paint illustrations
  - Music
- Sports ●●●●○
  - Yoga, Meditation, Balance
  - Hiking, Cycling, Swimming
- Play ●●●○○
  - PC games, VR games
- Travel ●●●○○
  - Culture, History, Photography

Working Experience

currently — **Research Engineer** — Singapore
Agency for Science, Technology and Research (A*STAR)

*A*STAR Artificial Intelligence Initiative (A*AI)*
Cognitive Human-Like Empathetic & Explainable Machine-learning (CHEEM)
Research on Collaborate-AI, Deep Reinforcement Learning, Robotic Task Learning, Human-robot interaction, GAN, etc.

2017 Oct – Dec — **Research Assistant** — Singapore
Panasonic R&D Center Singapore

Research and Develop new Viera Connect TV applications on HTML5 platform; Assist the research project about 3D camera and image processing.

2015 Jun – Aug — **Research Assistant** — Beijing, China
The Beijing Qian Xuesen Laboratory of Launch Vehicle Technology

Research on the project about tip-enhanced near-field optical microscopy; Assist simulation experiments.

Education

Postgraduate

2016 – 2018 — **Master of Science (M.Sc.) in Electrical Engineering** — Singapore
The National University of Singapore

Focus: Pattern Recognition, Machine Learning, Human-Robot Interaction, Social Robotics, Virtual Reality and Augmented Reality.

Undergraduate

2012 – 2016 — **Bachelor of Engineering (Honors) in Electronic and Information Engineering** — Hong Kong
The Hong Kong Polytechnic University

Focus: Software Development, Information Technology, Computer Vision, Communications, Robotics, Electronics, Signal Processing, etc

Publications

2019 — **RoboCoDraw: Robotic Avatar Drawing with Style Transfer and Path Optimization** — ACM MM 2019 Nice, France
The paper was submitted and under evaluating.

Skills

Programming Language	Python, C++, HTML, PHP, SQL, and JavaScript
Software	Matlab, ROS, Unity 3D, Solidworks, AutoCAD, Adobe Photoshop, Adobe After Effect and Live2D
Hardware	Robotics (Universal Robot 5), Circuit Design, PCB fabrication process
Operating System	Linux, Windows, MAC