WONG KEH FEI
(黃恪非)

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Kanagawa, Japan

https://github.com/Reim6118

PROFILE

I graduated from Embodied Media lab, Keio Media Design.
My past research includes AI generated haptic, drones, VR and AGV on ROS. I have keen interested in learning diverse technologies and integrating them together to innovate novel experiences.

SKILLS

- Main programming language: C#, Python,C++
- Unreal, Unity, OpenCV, YOLO
- Arduino, Linux, ROS

EXTRACURRICULAR

INTERNSHIP IN SONY

08/2023 - 09/2023

During the one month internship, I worked in Sony TIS, Computer System Development Dept, researching and realizing a novel cloud native gaming system based on Unreal Engine

EDUCATION

GRADUATE SCHOOL OF MEDIA DESIGN

Keio University (Japan)

2021 - 2023

BACHELOR OF SCIENCE - COMMUNICATION ENGINEERING

National Central University (Taiwan)

2017 - 2021

RECENT PROJECTS

AI SUPPORTED HAPTIC DESIGN PROCESS (MASTER THESIS)

06/2022 - 07/2023

- Multi-model deep learning framework that automatically generate haptic audio tracks to simplify the haptic design process in specific scenarios
- The automatically generated haptic tracks achieve over 70% accuracy and can be easily edited manually for further improvement.
- https://koara.lib.keio.ac.jp/xoonips/modules/xoonips/detail.php?koara_id=KO40001001-00002023-1014

AERONETTE:WEARABLE DRONE SYSTEM FOR REMOTE MULTI-DIRECTIONAL TELEOPERATION

02/2022 - 12/2022

- Work published at ICAT-EGVE 2022 as Co-first author
- Proof-of-concept that utilizes an open-source hexacopter drone to provide 6 directional cues and 2 rotational cues to the avatar user.
- https://doi.org/10.2312/egve.20221296

VROD: A VR FRAMEWORK COMBINING THERMAL CAMERA FOR OBJECT DETECTION ON ROS DISTRIBUTION (BACHELOR THESIS)

2019-2020

- An AGV with intuitive VR control, human detection through thermal camera to suite various tasks in dark environment
- Realtime video streaming from Realsense camera on the AGV into VR
- Generate Lidar map of the current surroundings showing in VR
- Object detection based on modified Yolov3 framework

CONGDHT: A PYTHON CRAWLER

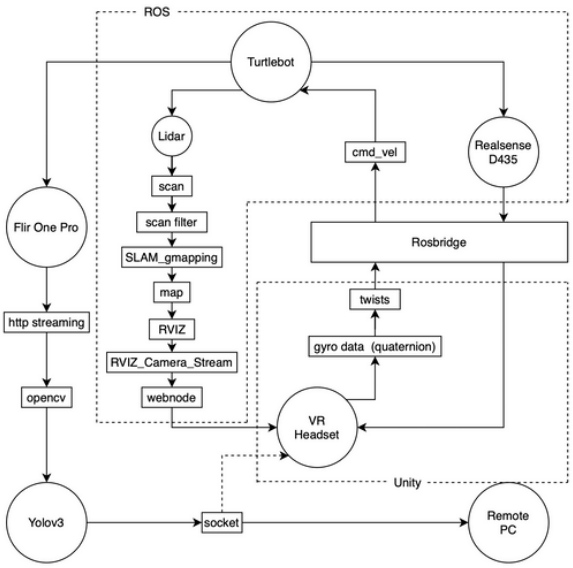
2019

- A DHT python crawler for research purpose
- Collect seeds of current popular things on the P2P network
- Record the quantity of repeated seeds; Provide a ranking for each week

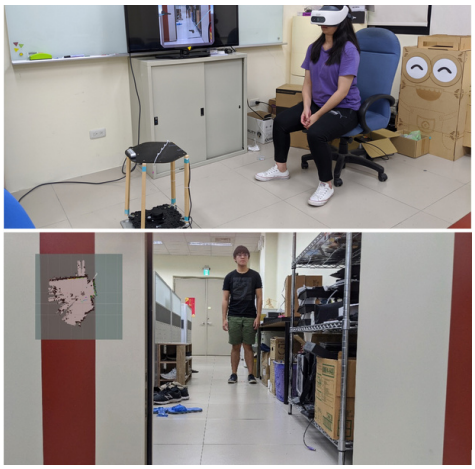
PROJECTS

VROD: A VR FRAMEWORK COMBINING THERMAL CAMERA FOR OBJECT DETECTION ON ROS DISTRIBUTION

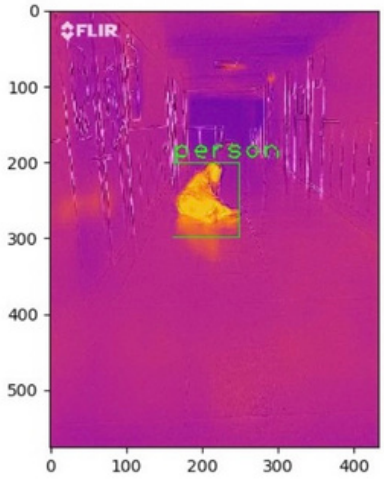
System Overview



Demo

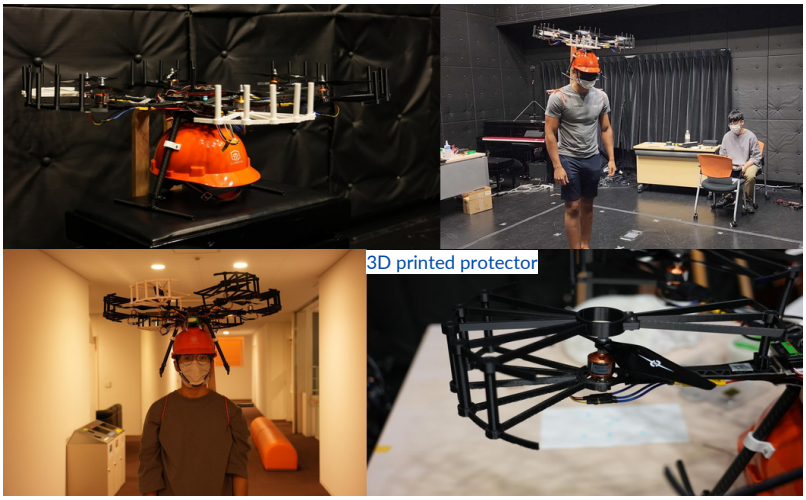


Human detection from thermal image



AERONETTE:WEARABLE DRONE SYSTEM FOR REMOTE MULTI-DIRECTIONAL TELEOPERATION

Experiment : Navigating participants with the drone



3D printed protector

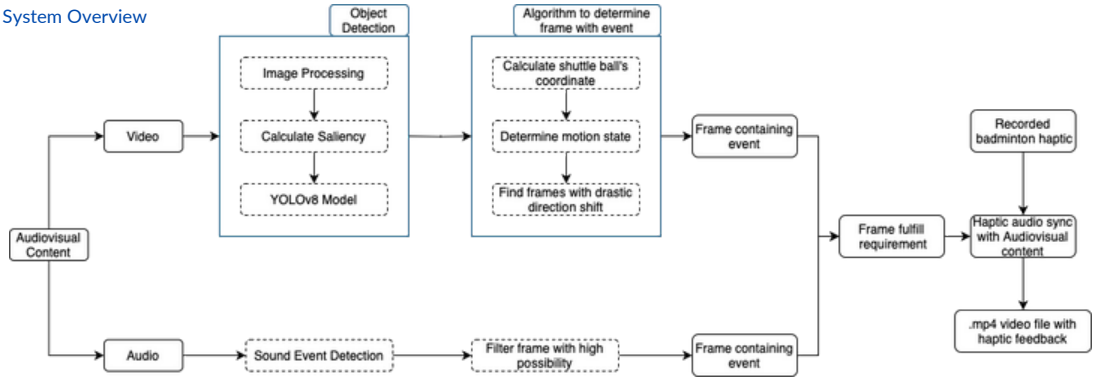
Accuracy for 8 Directional Forces

	Fw	Bw	L	TL	R	TR	Up	Down	Can't Tell
Fw	80%	20%							
Bw		100%							
L			0%	40%		20%			40%
TL			40%	60%					
R					100%				
TR					20%	80%			
Up							80%		20%
Down				20%			60%	20%	

Ground Truth

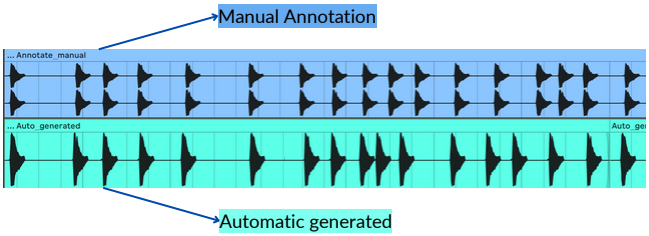
AI SUPPORTED HAPTIC DESIGN PROCESS

System Overview



3D printed haptic artifact

Comparison between manual annotation and auto generated haptic audio



第1014号

2023

1858

学位記

黄　恪非

本大学大学院メディアデザイン研究科メディアデザイン専攻の修士課程所定の単位を修得し学位論文の審査ならびに最終試験に合格したことを証し修士（メディアデザイン学）の学位を授与する

2023年9月5日

慶應義塾大学長　伊藤公平

The President of Keio University

in recognition of the successful completion of the course requirements,
thesis, and final examination
in our Graduate School of Media Design confers upon

WONG, KEH FEI

the Degree of

Master of Media Design

Granted at Tokyo, Japan on September 5, 2023

ITOH Kohei
President, Keio University

SONY

September 15, 2023

To Whom It May Concern:

Mr. Keh Fei Wong

This is to certify that Mr. Keh Fei Wong was an Internship Trainee of Sony Group Corporation. The details are as given below:

Full Name:	Mr. Keh Fei Wong
	Keio University
Date of Birth:	March 13, 1999
Period of Internship:	From: August 21, 2023
	To: September 15, 2023
Division:	Technology Infrastructure Center System Platform Technology Div., Computing System Development Dept
Assignment:	Technology development and analysis toward cloud native gaming Evaluation and customization of Unreal game engines

Should you have any further questions, please contact Talent Acquisition Department of Sony People Solutions Inc. mail to: hr-rec-global@jp.sony.com.

Y. Tanegashima

Yoshiko Tanegashima
General Manager
Head of Talent Acquisition Department
Electronics Human Resources Division
Sony People Solutions Inc.