Ru Wang

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EDUCATION

University of California, San Diego

M.S. in Computer Science, GPA: 3.86/4.00

San Diego, CA

Sep 2019 - Jun 2021 (Expected)

Shanghai Jiao Tong University

B.S. in Information Engineering, GPA: 3.71/4.00

Shanghai, China Sep 2015 - Jun 2019

PUBLICATION

Zhuoran Song, **Ru Wang**, Dongyu Ru, Zhenghao Peng, Hongru Huang, Hai Zhao, Xiaoyao Liang, Li Jiang, "Approximate Random Dropout for DNN training acceleration in GPGPU," 2019 Design, Automation & Test in Europe Conference & Exhibition (DATE)

RESEARCH PROJECTS

Adaptive workload-management using a portable EEG headset

Jul 2020 - Present

Advised by Prof. Xinyu Zhang, UCSD ECE

- Led the project and developed a closed-loop system for adaptive cognitive+visual workload mitigation,
- Developed a ResNet+LSTM model for workload level classification, with EEG power spectrum density as the input.

Gazescape: a social translucent video conferencing tool that enables eye-contact Advised by Prof. Nadir Weibel, UCSD CSE

Jul 2020 - Present

- Led the project and developed an SFU (Selective Forwarding Unit) based video conferencing system with MediaSoup,
- Integrated a web-cam based eye tracking API to enable real-time eye tracking,
- Designed different gaze visualizations to simulate eye contact for different social intentions.

ARTEMIS: Augmented Reality Technology-Enabled reMote Integrated Surgery Advised by Prof. Nadir Weibel, UCSD CSE

Jul 2020 - Present

- Ran cadaver studies to evaluate the system and observe user (expert surgeon and novice surgeon) behaviors,
- Designed study protocols for user training and system testing in response to COVID-19.

On-Shelf Product Image Generation for Product Classification using GAN

Mar 2019 - May 2019

Advised by Dr. Cong Yang and Prof. Weiyao Lin, Clobotics

- Built a dataset of 50k+ real product images with a self-built turntable and camera system,
- Trained a Cycle-GAN model that can generate on-shelf product images using our dataset,
- The generated 'fake' on-shelf product images boosted our product classification model's recall by 0.1.

ThumbTrak: Continuous One-handed Thumb-on-fingers Input

Jul 2018 - Jan 2019

Advised by Prof. Cheng Zhang, Information Science, Cornell University

- Built the hardware prototype with 2 IMUs and a proximity sensor to model the user's hand,
- Designed an algorithm to reconstruct the movement of thumb on fingers based on projective transformation,
- Developed a gesture recognition method for text entry; the accuracy of text entry with our system is 0.91.

Approximate Random Dropout for DNN training acceleration in GPGPU

Dec 2017 - May 2018

Advised by Prof. Li Jiang, Advanced Computer Architecture Lab, SJTU

- Designed a time-efficient dropout algorithm to reduce useless computation in matrix multiplication,
- Implemented a fully-connected layer and convolution layer with our dropout algorithm in Caffe,
- Our fully-connected layer is 2X faster than original in training phase, with acceptable accuracy drop in testing phase.

WORK EXPERIENCE

Tencent Beijing, China Jun 2019 - Aug 2019

Software Engineering Intern

Worked on a Spark-based real-time stream processing system for ads.

- Developed an online stream receiver for the system to access data from multiple real-time message queues,
- Optimized the system to enable a higher level of parallelism,
- Reduced batch interval from 1min to 5s without data consumption lag.

Clobotics Software Engineering Intern

Shanghai, China Dec 2018 - Jun 2019

Worked on a computer vision-based system that can recognize the drinks in a beverage cooler and analyze the sales.

- Developed a software to automate labeling task creation, model updating and model deployment,
- Developed an Android application that can instruct and assist users to install and maintain the system,
- Developed a web server with Flask for interaction between maintainers and the system.

TECHNICAL SKILLS

Python, C/C++, C#, JavaScript, Java, Scala, LATEX, HTML/CSS, Git **Programming:**

Software & Tools: ML/DL: PyTorch, Scikit-Learn

Others: Spark, Unity, Android Studio, Arduino, Adobe Illustrator