Apple Sun

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EDUCATION

Carnegie Mellon University — Pittsburgh, PA
Master of Engineering in Mobile and Internet of Things — *August 2023 - March 2025*

Beijing University of Technology — Beijing, China
Bachelor of Engineering in Internet of Things — *September 2019 - June 2023*

INTERNSHIP EXPERIENCE

ByteDance — July 2022 - January 2023
Software Engineer Intern, AI-Lab Robotics
- Agile development and maintenance front-end across 3 platform using **React+typescript**, **Redux** for state management, and prototyping design through **Figma**.
- Implemented 3+ features such as Delivery Time Prediction and Location Management, improving punctuality rate by 30%, reducing manual interventions to 0.
- Standardized the mailroom database using **MySQL**. Utilize **Django ORM** and **RESTful APIs** to integrate with backend, increased daily deliveries from 100 to 2700.
- Designed a user-friendly elevator-ride methodology that combines **SLAM+RGB-D**, reducing the number of manual interventions to 10 per week (75% reduction in failure rate).
- Improved robot-user interaction: displayed robot emotions and established a 27-state voice interaction logic.
- Conducted data analysis using **abtest** on conversion rate studies, and doing user research by survey and interview to iterate and refine features. Managed the Meego platform, overseeing project releases and coordination.

WULA — May 2019 - Present
Part-time Software Engineer Intern, School Startup
- Designed and launched a community network weapp based on **Taro** for college students to connect with alumni. Implemented and maintained front-end using reusable **Vue Native** components and created **RESTful APIs** to integrate with the **Flask** backend.
- Leveraging proficiency in prototyping and user interface design using **Figma**, animation using **Adobe AE**. Enhanced the UI/UX and launched product in 17 countries, attracting more than 8,000 active users

China Software & Technology Services co. LTD — June 2020 - August 2020
Software Engineer Intern, Artificial Intelligence Laboratory
- Contributed to a low-code platform which can quick drag-and-drop ML algorithm components to build and deploy complete AI prediction process. Scoped projects and improved UI/UX by addressing user pain points.
- Boosted platform performance by adding 3 features like model preview and smart module recommendation developed with **HTML**, **CSS**, and **JavaScript**.Shorten user session duration by 20s in a single data use case.

RESEARCH EXPERIENCE

Lab of Biomechatronics and Intelligent Robotics(BIRO) — November 2022 - December 2022
Research Trainee — *NC State University, NC*
- Utilized **PyTorch** on Ubuntu to analyze knee's exoskeleton-assisted movement, identifying optimal stiffness for wearable robot development.
- Employed Python for Cassie bipedal robot's control and training optimization.

Institute of Computing Technology — September 2022 - April 2023
Research Assistant — *Chinese Academy Of Sciences, China*
- Participated in the design and development of an user-centered AR-assisted interaction systems with a focus on fine-grained manipulation of resources across multiple displays
- Utilized Unity 3D and **Unity MRTK** for XR operations, and leveraged the capabilities of HoloLens 2 for full virtual reality manipulation across displays. Enable UI elements to be offloaded onto HoloLens 2.

TECHNICAL SKILLS

Programing: Java, Python, JavaScript, HTML/CSS, SQL, C/C++, C, Verilog, R, MATLAB, SQL, Bash
Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Media Document Processing: Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Figma, Rhino
Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse