

WENSI(Vince) AI

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📄 Vince-Ai

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📄 Vince-Ai.github.io

EDUCATION

University of California, Los Angeles (UCLA), Los Angeles, CA Expected Jun. 2023
B.S. in Computer Science & Applied Mathematics, Cumulative GPA 3.98/4.0
The High School Affiliated To Renmin University of China (RDFZ), Beijing, China Jul. 2019
Cumulative GPA 96/100

RESEARCH

Center for Vision, Cognition, Learning and Autonomy (VCLA) Nov. 2019-Present
Research Assistant | Lab directed by Song-chun Zhu
• Working on social affordance

PROJECTS

Shared Bikes Rental Predictions Jun.-Aug. 2020
Programming Lead

- Led 3 students to develop machine learning algorithms for predicting shared bike rentals
- Processed data and implemented Neural Network using PyTorch and scikit-learn

eXchange | Online Platform for Resource Exchange Mar.-Jun. 2020
Front-end Developer

- Corporated with 3 students to develop a website for students to exchange study materials
- Designed and implemented 3 main interactive UI using React.JS and MaterialUI
- Implemented routing, data management, and client-server interactions using React Hooks

Catching Fire | Virtual Reality Game for School's Hazard Education Sep. 2017-Jun. 2019
Team Leader & Programmer

- Led 8 students to develop a VR evacuation training game via Unity3D and HTC Vive
- Built fire models based on FDS simulations; Implemented the main procedure
- Paper published in RDFZ School Research Journal and won outstanding research of the year

Seesaw of Life | Biology Educational Game Jun.-Oct. 2018
Programmer

- Co-created an educational board game with C++ for students learning ecological balance
- Built 4 interactive user interface; implemented data processing procedure
- Special Mention at 6th International Education Games Competition (IEGC)

SKILLS

Programming: Python, C++, Javascript, CSS, HTML, C#, Matlab

Software & Platforms: PyTorch, scikit-learn, React.js, Autodesk Maya, Unity3D, Linux, LaTeX

ACTIVITIES

UCLA ACM: Member of AI and ICPC