

WANG Andy Yucheng

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EDUCATION

Hong Kong University of Science and Technology

Sep 2020 - Aug 2024

BSc. in Computer Science and Electronic Engineering

Hong Kong

- Cumulative GPA: 4.04 / 4.30 | Major CGA: 4.09 / 4.30
- (AY 22-23) HKSAR Government Scholarship
- (AY 21-22) The Joseph Lau Luen Hung Charitable Trust Scholarship

INTERNSHIP EXPERIENCE

HKSTP - Career Hackers

May 2022 - Aug 2022

Backend Serverless Developer | Node.js & AWS Cloud Services

Speakmanity Limited

- Apply AWS Lambda to scrape online job positions and preserve critical image and text information in S3 & DynamoDB.
- This business project helped 500+ students achieving their career goals in top firms such as HSBC, BOC and Big Four etc.

Path Advisor

Sep 2021 - Jan 2022

DevOps | Shell & Docker

HKUST

- Accomplish automatic deployment scripts on HKUST server for Frontend, Backend, and Admin Interface with Linux Shell.
- These scripts improved deploying speed, robustness and usability when providing map and navigation services at HKUST.

RESEARCH EXPERIENCE

Multi-agent System Control

Mar 2022 - May 2022

Supervised by Prof. SHI Ling | ROS

HKUST UROP

- Studied the knowledge of RViz visualization widget and Navigation module. Follow the team of 10 PG and UG students to design and build a cruise robot from scratch that can navigate the campus autonomously.

Digitalization of Wet Chemistry Lab

May 2021 - Aug 2021

Supervised by Prof. YANG Jinglei | Python

HKUST UROP

- We accomplished the design of a wet lab weighing system from hardware to software. This system helped to reduce chemical waste and automatically record the chemical experiment process for copyright and patent applications.
- This project has been selected by the HKUST Sustainable Smart Campus Committee for One Million HK dollars grants.

PROJECT EXPERIENCE

Probabilistic Diverse GAN Based Human Face Inpainting

Nov 2022 - Dec 2022

Team Project | PyTorch

<https://wangandyucheng.github.io/files/PDGAN.pdf>

- COMP 4471 (Deep Learning in Computer Vision) course project.
- We proposed a model based on PD-GAN with improved network layer implementation and targeted loss functions, which performed better in human facial inpainting in terms of PSNR and SSIM than original PD-GAN and other baselines.

Toon Shading Approach on Redbird Statue

Nov 2022 - Dec 2022

Personal Project | Three.js

<https://github.com/WANGAndyYucheng/TSARS>

- COMP 5411 (Advanced Computer Graphics) course project.
- Render the HKUST Redbird statue with Toon Shading approach using small rectangular models.

Curriculum Map

Nov 2021 - Dec 2021

Team Project | C++ & Qt

<https://github.com/Zory123/CurriculumMap>

- COMP 2012H (Honors Object-Oriented Programming and Data Structures) course project.
- Curriculum Map provided a visualization solution for displaying course prerequisite relationships with Qt framework.

HONORS & AWARDS

Harvard University Model G20 Elite Youth Leadership Summit

Outstanding Individual Delegate

SHIJIAO CUP Hong Kong Collegiate Debate Competition

Bronze Medal

NANYING CUP International Chinese Debate Competition

Quarterfinals

China Collegiate Programming Contest (CCPC) Northeast Division

Silver Medal

National Olympiad in Informatics in Provinces (NOIP)

First prize

COURSE TAKEN

- CS: C++, Python, JAVA, CV, CG, OOP&Data Structures, Algorithms Analysis, Computer Organization, Discrete Math
- EE: Signal Processing and Communications, System Modeling and Control, Integrated Circuits, Robot Design
- MATH: Calculus, Multivariable Calculus, Linear Algebra, Probability and Random Processes, Differential Equations