

Yankai Jia

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SUMMARY

Self-motivated software engineer with 2 years industry experience. I'm a problem solver and passionate about using AI to improve user experience. Experience in Computer Vision, Machine Learning, Backend Development.

EDUCATION

University of Texas at Dallas, TX

Aug. 2017 - Dec. 2019

Master of Science in Computer Science (Intelligent Track)

Huazhong University of Science and Technology, China

Sep. 2010 - June. 2014

Bachelor of Engineering in Electronics and Information

SKILLS

- **Programming Languages:** Python, C/C++, C#, SQL
- **Tools:** TensorFlow, Scikit-learn, Caffe, OpenCV, Dlib, CUDA, NumPy, Pandas, Stanford core-NLP, NLTK, Spark, Kafka, AWS, Redis, MongoDB, Cassandra, PostgreSQL, Unity, Git

WORKING EXPERIENCE

Computer Vision Software Engineer - Test

Aug. 2020 - Present

Apple Inc., Sunnyvale, CA

- Working on computer vision related algorithm refinement and evaluation.

Machine Learning Engineer

June. 2020 - Aug. 2020

Lavender (A Subsidiary of Sorter, Inc.), Part-time, Remotely

- Working on an email recommendation system - *Lavender*. Working on Email Sentiment Analysis and GIF Dataset Augmentation by using I3D, multi-classes regression models, TensorFlow, NumPy, etc.

AI/ML Engineer

Mar. 2020 - June. 2020

InfoVision (R&D), Richardson, TX

- Worked in the CV team of the Innovation Lab. Worked on a Cashier-less Retail project by using TensorFlow, Caffe, YOLOv3, OpenCV, Dlib, C++, Python, CUDA, Redis to implement multi-person multi-camera online tracking and synchronization between products and tracked people.

AI/ML Engineer Intern

May. 2019 - Aug. 2019

InfoVision (R&D), Richardson, TX

- Worked on an efficient data filter system. Built a pipeline by PostMan, Kafka, ZooKeeper and AWS, and classified streaming data into Cassandra with accuracy of 82% by using XGBoost in Spark.
- Worked on a Fashion Detection project includes clothing detection and facial recognition by using TensorFlow, Dlib, MongoDB, SSD InceptionV2, Nvidia GTX 1080 Ti and CUDA. Increased running time by 5 times by resizing frame, converting image color, and allocating memory on CPU/GPU.

Operations Engineer

Aug. 2014 - Mar. 2016

China Construction Banking Co., Ltd., IT Department, Xining, China

- Wrote shell scripts to monitor database, detect errors. Developed SQL procedures for new requests
- Participated in unit test and integration test to support CCB new generation related financial products.

PROJECTS

Concussion Screening VR Application (VR, C#, Unity)

Sep. - Dec. 2018

Big Look 360, LLC - Virtual Reality / Augmented Reality, TX

- Implement an immersive King-Devick test in Unity(C#) for concussion screening during football game.
- Developed a 3D UI by using VRInteractiveItem, VREyeRaycaster and IBM Watson Speech to Text API, so that users can wear Gear VR and easily finish the test by eyes, voice and a small touchpad.