

Yu-Tang, Shen

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<https://yutan9.github.io/>

EDUCATION

San Jose State University Master of Science in Computer Science	2021 - 2023
Chinese University of Hong Kong Bachelor of Science in Computer Science	2015 - 2019

WORK EXPERIENCE

Machine Learning Assistant Engineer, Winbond I worked as an ML assistant engineer at Winbond, responsible for utilizing ML models to discover insights from text data, including patent, execution log file, and technical news.	Jan 2021 - Aug 2021
Software Engineer, Cellmax Life I was responsible for database design, desktop application development, neural network development, and automatizing procedures for different departments.	Jul 2019 - Nov 2019
Data Analyst Intern, Shopee My job included tracking performance on push notifications, crawling price data, and cleaning data using Python and Excel.	Jul 2018 - Aug 2018

TECHNICAL STRENGTHS

ML and data analysis	Python, TensorFlow, R, OpenCV, Power BI
Software engineering	HTML, CSS, jQuery, Vue.js, React.js, Github
Database system	SQL, MySQL
Operating system	Ubuntu, CentOS, Shell script

PROJECTS

Named Entity Recognition I worked with my team to deliver an ML model that can identify the growing trend in the semiconductor market. I adopted the ALBERT named entity recognition, Jieba word segmentation, and Fasttext word embedding models to train and identify the key entities. Furthermore, I visualized the result with Power BI to enable the business users easily grasp the merging trend in the market.	Apr 2021 - Aug 2021
Patent Map I utilized regular expression and data visualization tools to help business user to compare the strength of Winbond and its competitor. I cleaned the inconsistent patent data with regular expression, Pandas, and Numpy libraries in Python, and I eventually visualized the data with Power BI and Neo4j to demonstrate internal / external relationships.	Jun 2021 - Aug 2021
Circulating Tumor Cells Recognition While working at Cellmax, I cooperated with Acer on developing a neural network on recognizing circulating tumor cells (CTCs), and my job was to prepare the confirmed CTCs image for training. I first tried the convolution matrix to detect the edges, but the low intensity from the microscope led to unsatisfying results. I then adopted the Watershed segmentation algorithm, and the results were accurate enough for the scientist in the medical lab to identify CTCs and to further label the training data.	Jul 2019 - Nov 2019
Report Generating Application I automated the medical report making process to eliminate human error, which can sabotage the credibility of the report. I developed an application with GUI that can automatically fetch data and form different reports based on various templates, and eventually reduced the time on generating a report from at least 30 minutes to less than a minute.	Aug 2019

Database System

Sep 2019

I designed a database system in BCNF while satisfying the CAP regulation on data storage. The project is finished in MySQL, and additionally I completed a front-end interface with Vue.js and PHP for my colleague to access data.

Motion Retargetting

2018 - 2019

The project aims at retargetting a motion from a skeleton to another. My teammate and I tried utilizing non-linear optimization function from Matlab to retarget each joint to a corresponding point in 3D space. And we further adopted a GAN network developed by NVIDIA, Style GAN, trying to achieve a more natural result by generating a series of frames that the proportion of the skeleton meets our need.

EXTRACURRICULAR

Volunteering

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| Volunteered at Sri Lanka, teaching primary school students English | 2016 |
| Volunteered in Guangxi, China teaching middle school students math, Chinese, and English | 2016 |

Sports

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| Second place of Inter College Volleyball Game at NUS | 2018 |
| Winner of the Taiwanese Student Association Spring Basketball Game at CUHK | 2017 |
| Third place of E-League Basketball Game at CUHK | 2016 |
| Winner of the Inter College Volleyball Game at CUHK | 2016 |
| Winner of the Taiwanese Student Association Fall Basketball Game at CUHK | 2015 |

Programming

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| Competed in the Cathay Pacific Hackathon | 2017 |
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