

Yixiao Zhang

UNDERGRADUATE STUDENT

2006, Xiyuan Ave., West Hi-Tech Zone, Chengdu, Sichuan, P.R.China, 611731
University Of Electronic Science and Technology of China (UESTC), 985, 211

☎ (+86) 17138086414 | ✉ ldzhangyx@outlook.com | 🌐 www.cnblogs.com/ldzhangyx/

Education

University of Electronic Science and Technology of China(UESTC)

Chengdu, P.R.China

B.S. IN COMPUTER SCIENCE AND ENGINEERING

Sept. 2015 - Exp. Jun. 2019

- GPA: 3.85/4, Average Score: 85/100, Ranking: 20/262
- Mitacs internship in University of Lethbridge (summer 2018)
- Intro to Neural Network: 94
- Python: TensorFlow / C#: UWP Develop & Unity

Experience

A Music Generation Model with Emotion Extraction and DCGAN

Chengdu, P.R.China

TEAM LEADER & CODER, INNOVATION FUNDING OF SCHOOL OF CSE

Apr. 2017 - Sept. 2017

- Built a music generation model, which is combined by two neural network units.
- User can input a sentence or an image, then emotion analysis module extracts a emotion vector. The music generation module receives the vector, and generate background music in different styles.
- Used Convolutional Neural Network, Cognitive Service, Deep Convolutional Generative Adversarial Network.
- 2000 CNY

A Music Generation Model Based On SeqGAN

Chengdu, P.R.China

TEAM LEADER, MICROSOFT STUDENT CLUB PROJECT, UNDER THE SUPERVISION OF CHAO CHEN, MSRA

Dec. 2017 - Feb. 2018

- Transformed the reinforcement learning model SeqGAN to the field of music generation. Altered source code from the origin author of SeqGAN. Ran the model on the Azure for one month.
- Used Nottingham Dataset, and fine-tuned key parameters.
- Completed the program with recognized by Chao Chen.

Imagine Cup 2018 (In Progress)

Chengdu, P.R. China

TEAM LEADER & CODER

Jan. 2018 - Exp. Jun. 2018

- Designed a RPG game, which associated music game and Parkour game. Players can controll an avatar to capture the rhythm "bricks" to complete missions, and enjoy well-designed environment. All music are made from AI, and so as the rhythm.
- Responsible for Flask Web Server on Azure, and all generation algorithms. A part of Unity script design.
- In the progress of Round 2.

A Novel Generation Model with GRU Unit

Chengdu, P.R. China

COMPUTING INTELLIGENCE LAB, SUPERVISED BY HONG QU.

Oct. 2017 - Exp. Mar. 2018

- Designed a novel model to optimize the fluency of music sequence. Added a unique GRU unit to DCGAN structure like MidiNet.
- Now in progress.

Scholarships & Awards

2018 Mitacs Globalink Graduate Fellowship, CAD 15,000

Applied in Jan. 2019

2017 Renmin Scholarship 2017, The Second Class in 2017

Chengdu, P.R.China

2016 Renmin Scholarship 2016, The Third Class in 2016

Chengdu, P.R.China

Extracurricular Activity

Microsoft Student Club in UESTC

Chengdu, P.R. China

PRESIDENT SINCE 2017

Sept. 2015 - PRESENT

- First prize, in Microsoft Summer Camp Hackathon 2016.
- Deputy President in 2016-2017, President since 2017.
- Team leader of machine learning discussion forum.

Microsoft Student partner

MEMBER OF TECH DEPARTMENT

Sep. 2015 - PRESENT

- Wrote series of tutorials and discussions about Visual Studio Tools for AI, which become popular in cnblogs for a time. It may be the earliest Chinese tutorial to teach how to use it without most of resident. These articles was recognized by Tingting Qing, MSRA.