

Anson Wong

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Education

The University Of Southern California

CA, U.S.A

M.S. IN COMPUTER SCIENCE

08/2018 - 05/2020

Related Courses: Machine Learning | Foundation of artificial intelligence | Analysis of Algorithms | Deep Learning and its Applications | Web Technologies | Robotics

The University Of Hong Kong

Hong Kong

B.S. IN COMPUTER SCIENCE

09/2013 - 05/2018

Related Courses: Machine Learning | Computer Vision | Computer and communication networks | Modern Technologies on World Wide Web | Artificial Intelligence | Design and analysis of algorithms | Principles of programming languages

The University of North Carolina at Chapel Hill

NC, U.S.A

ONE-YEAR VISITING STUDENT, COMPUTER SCIENCE

08/2016 - 05/2017

Related Courses: Introduction to machine learning | Advanced machine learning | Algorithms of motion

Skills

Programming language

ADVANCED: PYTHON, C++ | INTERMEDIATE: JAVA, C, HASKELL, SQL, JAVASCRIPT, HTML, CSS

Tools

ROS, ROS2, TENSORFLOW, KERAS, GIT, DOCKER, PROTOCOL BUFFERS, GRPC, AWS SERVICES

Experience

Amazon Web Services

CA, U.S.A

SDE | SDE II

06/2020 - 12/2021 | 12/2021 - Present

- Develop robot simulation applications for AWS RoboMaker demos and contribute to the open source community.
- Work in a service that enables easy-to-run robot simulation on Cloud. Design and implement interfaces between robot simulation and robotics simulator.
- Design and implement interfaces for easy-to-run robotic simulation as a service.
- Work on the core technology behind generating synthetic data under AWS SageMaker Ground Truth.
- Work on the infrastructure and CI/CD for AWS SimSpaceWeaver, a service that allows easy-to-run large-scale spatial simulation in the Cloud.

Amazon Web Services

CA, U.S.A

SDE INTERN

06/2019 - 09/2019

- Design and implement a feature in ROS2 for AWS RoboMaker.

Robotic Embedded Systems Laboratory - USC Robotics Research Lab

CA, U.S.A

RESEARCH ASSISTANT

10/2018 - 05/2020

- Implement reinforcement learning algorithms in TensorFlow.
- Actively working on an open source reinforcement learning framework – Garage.
- URL: <https://github.com/rlworkgroup/garage>

Undergraduate Research at The University Of North Carolina at Chapel Hill (Prof. Dinesh Manocha)

NC, U.S.A

UNDERGRADUATE RESEARCH ASSISTANT, WORKING ON CROWD SIMULATION AND ROBOT NAVIGATION

09/2016 - 05/2017

- Automated unannotated crowd videos generation. Built with synthetic agents and real-world background using simulation tool and unreal engine 4.

Undergraduate Research at The University Of North Carolina at Chapel Hill (Prof. Dinesh Manocha)

NC, U.S.A

VISITING STUDENT

06/2015 - 09/2015

- Synthetic crowd dataset generation using multi-agent simulation tool and unreal engine 4.
- URL: <http://gamma.cs.unc.edu/LCrowdV/>

Projects

Training Collision Avoidance Policy in Simulation through Deep Reinforcement Learning

HKU CS FINAL YEAR PROJECT

- Used Unreal Engine 4 to train a collision avoidance policy using state-of-the-art Deep Reinforcement Learning algorithm and machine learning frameworks.
- URL: <https://ahtsan.github.io/rlbot/>

Generating Images with Few Shot Meta-Learning

USC COURSE PROJECT

- Blog: <https://medium.com/@outkarshjp7/generating-images-with-few-shot-meta-learning-25bf1d301ab0#0ff9>

Honors & Awards

2016	Rosita King Ho Scholarship , (Support academic outstanding student in oversea exchange)	<i>Hong Kong</i>
2015	The Arthur and Louise May Memorial Fund Scholarship , (Support academic outstanding student in oversea research)	<i>Hong Kong</i>
2013	Sir Edward Youde Memorial Prizes , (Support academic outstanding students)	<i>Hong Kong</i>
2012	Silver Award , Asia International Mathematical Olympiad	<i>Hong Kong</i>

11th Annual Undergraduate Research Symposium at UNC-CH

NC, U.S.A

PRESENTING "SYNTHETIC DATA FOR CROWD AND HUMAN UNDERSTANDING"

2017

- Introduced the use of synthetic data in crowd understanding. Talked about the advantages over conventional human labelling and how it improved pedestrian detection accuracy.

Publication

MixedPeds: Pedestrian Detection in Unannotated Videos using Synthetically Generated Human-agents for Training

Paper

COAUTHOR

2017

- Published in AAAI 2018
- URL: <https://arxiv.org/abs/1707.09100>

LCrowdV: Generating Labeled Videos for Simulation-based Crowd Behavior

Paper

COAUTHOR

2016

- Published in ECCVW 2016 and Neurocomputing Journal
- URL: <http://gamma.cs.unc.edu/LCrowdV/>, <https://doi.org/10.1016/j.neucom.2018.08.085>

Extracurricular Activity

DARPA Robotic Challenge

CA, U.S.A

STUDENT MEMBER FOR HKU TEAM

2015