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CAREER OBJECTIVE

Hello, as a new graduate from Penn State, I am very excited to start a new career in the industry, currently looking a full-time software engineer position.

EDUCATION

Penn State University, UP(Aug. 2013-- Dec. 2017)
B.S. in Science, Computational Statistics
Minor in Computer Science

KNOWLEDGE

Data Mining	**C/C++**
Deep Learning	**C#(Unity)**
Computer Vision	**Java**
Speech Recognition	**Python**
Image Processing	**Matlab**
Parallel Computing	**Javascript**
AR/VR Product Dev	**MySQL**
Robotics Control	**R**
HCI	**SAS**

SKILLS

WORK EXPERIENCE

(Jan. 2017 -- Dec. 2017)
Software Team- Penn State Augmented Reality Lab
- Work on cross platforms including Microsoft Hololens, HTC Vive.
- Integrate Multiplayer game mode with Photon Engine.

(May. 2016 -- Aug. 2016)
Software Engineer Intern - Journey Tech, Inc.
 - Collaborate with the optics team to continuously test out the better optical solutions in the software way.
 - Develop and provide support for VR gaming demos.

(Jan. 2016 -- May. 2016)
Data Engineering Team - Penn State Unmanned Systems
 - Develop and test the Computer Vision algorithms for aerial vehicle.
 - Utilize the SoC like Odroid XU3, Xilinx Zynq-7000 FPGA board.
 - Program under the Linux operating systems in C++ and Python.

(Sept. 2015 -- Dec. 2015)
Research Assistant - Penn State Cognition, Affect, and Temperament Lab
 - Assist with behavioral, eye-tracking, EEG and RSA data collection, and process with behavioral coding and processing of physiological data.

LEADERSHIP EXPERIENCE

(Aug. 2016 -- Aug. 2017)
Lead Software Engineer - Penn State AR/VR Lab

(May. 2016 -- May. 2017)
Lead Data Engineer - PSU Unmanned Aerial Systems

PROJECTS

1. **ExplorAR: Interactive Mixed Reality Games for Location Based Modules (Accepted in CHI 2018)**
My responsibilities in the team:
 - Use ARcore SDK to provide new experience to explore the world with mixed reality 3D objects.
 - Embed the real-time GPS with built-in mini map in game to guide the user to destinations in different locations.

2. **AI Based Multidimensional Data Visualization On Augmented/Virtual Reality Platforms (2017)**
My responsibilities in the team:
 - Work on cross platforms including Microsoft Hololens, HTC Vive, and Leap Motion.
- Enable users to retrieve visualized data and interact with each feature by gesture and voice commands.

3. **ETWIS: Voice-Command Driver Virtual Reality Game with Oculus Rift and Myo Gesture Armband(2016)**
My responsibilities in the team:
 - Designed the Networked Multiplayer mode with Photon Engine.
 - Utilize open-source Speech Recognition package, CMU Sphinx4.

4. **International Aerial Robotics Competition (2016)**
My responsibilities in the team:
 - Develop and test the Computer Vision algorithms for aerial vehicle tasks.
 - Calibrated the camera lens' angle of view(AOV), and calculated the maximum field of view for corresponding cases.

5. **Campuspedia: iOS Mobile Game (2015)**
My responsibilities in the team:
 - Develop the campus map game appwith Cocos2d-x in C++.
 - Design the game mechanics that encourage explore the environment.

6. **Projection Mapping with Kinect (2015)**
My responsibilities in the team:
 - Programmed in Java with Kinect to detect the human gestures and movements.
 - Utilizing the digital fabrication tools like the CNC machine and Laser Cutter to generate the tools for interactive installation.

ACHIEVEMENTS

* 2015 Code PSU, 3rd Prize
* 2016 Reality Virtually MIT Hackathon, Top 10 Finalist
* 2017 USens Developer Challenge, Top 10 Finalist
* 2017 HackPSU, 2nd Place of IBM Watson Prize

RELATED COURSEWORK

Robotics: Perception - University of Pennsylvania
(Earned Certificate on Coursera)

Neural Networks and Deep Learning - Deep Learning.AI
(Earned Certificate on Coursera)

Udacity Self-Driving Car Engineer Nanodegree(Ongoing)