# TZU-SHENG (JASON) KUO

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# RESEARCH INTERESTS

Human-Computer Interaction, Computer Vision, Machine Learning, Signal Processing

# **EDUCATION**

### National Taiwan University (NTU)

Taipei, Taiwan

Bachelor of Science in Electrical Engineering, Summa Cum Laude

09/2014-present

GPA: 4.26 / 4.30

**Rank: Top 1%** (3<sup>rd</sup>/256)

# RESEARCH EXPERIENCE

#### Undergraduate Researcher, Multimedia Processing and Communications Lab

07/2016-present

Advisor: Prof. Homer H. Chen (Dept. EE, NTU and IEEE Fellow)

- Research Areas: Signal Processing and Eve Tracking
- Estimated the depth of gaze using eye trackers to enable 3D interactions
- Approximated the temporal variation of gaze fixation using Gaussian noise and estimated the depth based on eye vergence
- Proposed a model to calculate the minimal distance between two depths that are distinguishable with our method
- 1 paper accepted by ICIP 2018

#### Undergraduate Researcher, Vision and Learning Lab

09/2017-present

Advisor: Prof. Yu-Chiang Frank Wang (Dept. EE, NTU)

- Research Areas: Computer Vision, Deep Learning, and Semantic Segmentation
- Proposed a deep neural network that distinguishes the land covers, such as forests and water, within satellite images
- Modified the decoder of DeepLabv3+ by adopting the concept of Deep Layer Aggregation
- Proposed a soft label loss to mitigate boundary effects and developed a post-processing algorithm to refine predictions
- 1 paper accepted by DeepGlobe Workshop in CVPR 2018

#### Undergraduate Researcher, Interactive Graphics / Computer Graphics Lab

09/2017-present

Advisor: Prof. Bing-Yu Robin Chen (Dept. CSIE, NTU), Prof. Xing-Dong Yang (Dept. CS, Dartmouth College)

- Research Areas: <u>Human-Computer Interaction</u>, with focus on <u>Technical HCI</u>
- Project 1: Designed a pneumatic interface that emulates physical objects to provide haptic feedbacks in virtual reality
- Project 2: Designed a software tool with an autocomplete feature to assist makers in building virtual breadboard circuits
- 1 paper accepted by UIST 2018
- 1 paper conditionally accepted by CHI 2019

# PUBLICATIONS AND PREPRINT

- [4] Jo-Yu Lo, Da-Yuan Huang, **Tzu-Sheng Kuo**, Chen-Kuo Sun, Teddy Seyed, Jun Gong, Xing-Dong Yang, and Bing-Yu Chen, "AutoFritz: Autocomplete for Prototyping Virtual Breadboard Circuits," conditionally accepted by *ACM CHI Conference on Human Factors in Computing Systems (CHI 2019)*, 2019. [preprint]
- [3] Shan-Yuan Teng, **Tzu-Sheng Kuo**, Chi Wang, Chi-Huan Chiang, Da-Yuan Huang, Liwei Chan, and Bing-Yu Chen, "PuPoP: Pop-up Prop on Palm for Virtual Reality," *Proceedings of the 31st ACM Symposium on User Interface Software and Technology (UIST 2018)*, pp. 5–17, 2018. [pdf]
- [2] Tzu-Sheng Kuo\*, Keng-Sen Tseng\*, Jia-Wei Yan\*, Yen-Cheng Liu, and Yu-Chiang Frank Wang, "Deep Aggregation Net for Land Cover Classification," *IEEE International Conference on Computer Vision and Pattern Recognition Workshop on DeepGlobe (CVPRW 2018)*, 2018. [\*co-first authors] [pdf]
- [1] <u>Tzu-Sheng Kuo</u>, Kuang-Tsu Shih, Sheng-Lung Chung, and Homer H. Chen, "Depth from Gaze," *IEEE International Conference on Image Processing (ICIP 2018)*, pp. 2910–2914, 2018. [pdf]

### SELECTED HONORS AND AWARDS

Honorary Member, Phi Tau Phi Scholastic Honor Society - Given to students graduated top 1% in NTU EECS Col	lege 06/2018
Dean's List Award (5 times) - Given to students with top 5% GPA in each semester	09/2014-06/2018
Appier Scholarship (2 times) - Travel grant for ICIP 2018 and UIST 2018	08/2018
Chien Shih-Liang Memorial Scholarship - Given to 2 students in NTU EECS College each year	05/2018
Taiwan Ministry of Science and Technology Research Project Grant	07/2017-02/2018
Irving T. Ho Memorial Scholarship - Given to 1 senior student in NTUEE each year	10/2017
World Champion, Pagamo Calculus World Cup - The 1st place out of 2,000 participants from 45 countries	02/2016

## TEACHING EXPERIENCE

Teaching Assistant, Computer Vision: from Recognition to Geometry - Instructor: Prof. Yu-Chiang Frank Wang	09/2018-present
Teaching Assistant, Deep Learning for Computer Vision - Instructor: Prof. Yu-Chiang Frank Wang	02/2018-06/2018
Teaching Assistant, Machine Learning - Instructor: Prof. Hung-Yi Lee	09/2017-01/2018
Teaching Assistant, Signals and Systems - Instructor: Prof. Lin-Shan Lee	02/2017-06/2017
Teaching Assistant, Electronics I - Instructor: Prof. Liang-Hung Lu	09/2016-01/2017

# WORKING EXPERIENCE

#### Software Engineering Intern, Cadence Design Systems, Inc.

San Jose, CA, USA

Manager: Mr. Danny Ho, Mr. Kei-Yong Khoo

07-09/2017

- Verification and Development of Cadence Conformal Logic Equivalence Checking (LEC) Tool
- Focused on Gate-Level and RTL circuit design automation
- Received Full-Time Return Offer

### PROFESSIONAL SERVICES

External Reviewer - Reviewed conference papers for ICIP 2018, ICASSP 2018, and ACCV 2018	12/2017-present
External Reviewer - Reviewed a research grant proposal for Taiwan Ministry of Science and Technology	02/2017

# **SELECTED TERM PROJECTS**

(details available on my website)

table on my website)
vices 02-06/2018
06/2018
09-12/2017
06/2017
06/2017
05/2017
05/2017
04/2017
04/2017
12/2016
12/2015

# LEADERSHIP AND TEAMWORK EXPERIENCE

(details available on my website)

## Founder, MakerSpace of NTUEE

08/2016-06/2018

- Motivated by the need for **rapid prototyping tools** outside restricted research labs of individual faculty, I founded this makerspace to assist students in doing their side projects. Beyond providing equipment, my team and I also organized **workshops** in the makerspace to teach students basic prototyping skills, such as the usages of Arduino and 3D Printers.

#### Chair, 2017 MakeNTU Makeathon

08/2016-02/2017

Inspired by the global maker movement and the democratization of technology, I launched the 1st nationwide makeathon in Taiwan with 200 participants and 70k USD in the arrangement. I led 60 student volunteers and cooperated with Taipei City Government and 22 international companies, including Google, Microsoft, Intel, etc.

#### Director, Academic Department of NTUEE Student Association

06/2016-06/2017

- I led a team of **30** students to organize various academic affairs, including speeches, awards, NTU festival, NTUEE<sup>+</sup> Project, etc., for over **800** students in the EE department.

### SKILLS AND LANGUAGES

Programming Languages/Tools: C++/C#, Python, Matlab, Javascript, CSS, html, Verilog, Tensorflow, PyTorch, React, Unity, OpenCV, etc. Languages: English (fluent), Chinese (native), Japanese (basic)

### SELECTED COURSES

(\* denotes graduate-level courses)

**Software:** Deep Learning for Computer Vision\*, Machine Learning and Having It Deep and Structured\*, Machine Learning\*,

Introduction to Artificial Intelligence and Machine Learning, Networking and Multimedia Lab, Digital Visual Effects\*,

Web Programming, Digital Speech Processing, Data Structure and Programming, Algorithms, Operating System

Hardware: Computer Architecture, IC Design, Digital Circuit Design Lab, Switching Circuit and Logic Design, Circuits, Electronics,

Electromagnetic, Signals and Systems, Introduction to Wireless and Mobile Networking, RF Microwave Wireless Systems

HCI: Human-Computer Interaction, Psychology, Design Thinking Workshop, Creative Thinking, Biology, Clinical Observation

and Demand Exploration\*

Mathematics: Calculus, Linear Algebra, Probability and Statistics, Differential Equation, Discrete Math, Complex Analysis