LIU,YI (Yuta)

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EDUCATION

Jinhua No.1 High School-Zhejiang,China   2013.10 - 2016.6

Zhejiang University City College-Zhejiang,China   2016.10 - 2020.6
    Bachelor of Software Engineering

Tokyo Metropolitan University- Tokyo, Japan   2021.4 - 2023.3
    Master of Computer Science

PROJECT EXPERIENCE

Group-level Emotion recognition in Virtual Reality based on machine learning   2021.8 - now
    Tokyo Metropolitan University research project
- Conducted a multi-person conversational emotion elicitation experiment in VR space.
- Collected EEG and ECG data using Muse brainwave headband and Polar H10
- Did classification using Machine learning algorithms

Lab Monitoring System Based On Raspberry Pi And VisionKit   2021.6 - 2021.9
    Tokyo Metropolitan University research project
- A self-developed laboratory human and environment monitoring system based on the pet monitoring IOT system
- Used BME280 module to obtain temperature, humidity, and air pressure data,Used HC-SR 04 module to obtain distance data and saves it to database
- Used SSH to control VisionKit for human perception recognition, and sent the picture and environment data to the Slack platform when recognized people

Yokohama Travel Planning AI Based on Monte Carlo Tree Search (MCTS)   2020.11 -2021.3
    For one-day trip planning in Yokohama, Japan based on the Monte Carlo tree search algorithm
- Used crawlers and Google Maps API to collect POI data and traffic travel data.
- Based on the UCT algorithm, the points of interest and transportation are recommended with recommendation scores.
- Deployed the website on the cloud server based on Django.

Pokemon Matching AI based on Monte Carlo Tree Search (MCTS) algorithm   2019.9-2020.4
    Undergraduate stage graduation Design.
- Implemented a Pokemon battle AI with incomplete information based on the MCTS and UCT algorithm
- Modified the Pokemon battle simulation program to 2v2 mode and deployed AI into the battle simulation program
- Compared the Winning percentages of IF-ELSE algorithm, UCT algorithm and classical MCTS algorithm.

RadioActive Examination Questions Area Recognition And Segmentation System   2019.3-2019.6
the second prize of Zhejiang Service Outsourcing Competition
- Played as a leader that is responsible for the main code framework design, group-work task division and check
- Implement automatic examination question Recognition system, recognized and cut out the question area for each question
- Designed the UI based on Tkinter, designed batch pre-processing and automatic question cutting functions, designed manual proofreading functions
- Directed promotional video and participate in the topic defense

INTERNSHIP

Rakuten Travel API Development internship   2022.3-2022.4
- Fetched Reward Snapshot Data from the data base, saved data to DTO.
- Transfer the data to the Response format and deploy the project to the server
- Test the API by sample data using PostMan, debug the code based on log4j.

Fujistu SE short-term internship   2021.11
- Understanded the work content and process of SE by Simulating a real work process through group work
- Participated in proposal Presentation and mentored other liberal arts students in Java development

NTT DATA (NST) SE short-term internship   2021.10
- Understanded the duties of a system engineer and the importance of system analysis and design in Japanese companies
- Learned how to investigate and analyze social, industrial, and corporate situations

Tokyo Metropolitan University Pet monitoring system Programmer   2021.6-2021.9
- Interfaced with professor to confirm research project goals and development requirements, confirmed requirements documentation
- Deployed Raspberry Pi and sensors, update environment dependencies, develop and test programs for new requirements
- Wrote user-manuals, problem solving manuals, code descriptions, and other documentation

ArcSoft Technology - Project Manager Assistant   2019.10-2020.1
- Assist Project Manager of Data Department in data collection, processing, annotation task assignment and member management
- Make suggestions on problems in data production process and better use of datasets, improve efficiency and accuracy of annotators, and complete annotation tasks on time

SKILLS AND INTERSTS

Professional Skills: Programming with Python and Java, Project Management knowledge
Language: Chinese(Proficient), Japanese(Intermediate), English(Intermediate)
Interest: Badminton, Pokemon, Travel, VR