

Chun Yang

cyang513@usc.edu ♦ Los Angeles, CA 91754 ♦ 213-284-1509 ♦ LinkedIn: chun-yang-profile [🔗](#) ♦ Website [🔗](#)

Education

University of Southern California

California, USA

Master of Science in Computer Science | GPA: 3.92 / 4.0 (current)

Aug 2022-May 2024

National Chiao-Tung University

Hsinchu, Taiwan

Master of Science in Computer Science | GPA: 4.03 / 4.3

Sep 2016-June 2018

Bachelor of Science in Civil Engineering | GPA: 3.81 / 4.3

Sep 2011-June 2016

Work Experience

Universal Global Scientific Industrial Co., Ltd.

Taipei, Taiwan

Senior Software Engineer

Nov 2018-May 2022

- Analyzed real-time raw data for over 200 machines, 6 cross-country sites, and 50 production lines
- Developed an AI system to classify images from automated optical inspection machines, reducing 80% of false alarm images for repair stations
- Collaborated with teams from Portland, Mexico, and China, negotiating site conditions for over 20 software modules across different machines

Projects [🔗](#)

DQN Mini Self-driving Car [🔗](#) | Python, Pytorch

May 2023

- Trained an AI agent to navigate an environment containing a map, a car, and various features using reinforcement learning DQN algorithm

Simple FPS Shooter [🔗](#) | C++, Unreal Engine 5

April 2023

- Implemented fundamental First-Person Shooter gameplay mechanics, animations, enemy AI, and winning/losing conditions, equipping aspiring game developers with practical skills

Toon Tank Battle Game [🔗](#) | C++, Unreal Engine 5

March 2023

- Created an engaging game experience by enabling players to control a tank, handle movement and actions, and face challenging enemy turrets

YELP Review Platform [🔗](#) | Angular, SwiftUI, Bootstrap, Flask, Node.js, GCP

Sep 2022-Nov 2022

- Constructed a full-stack YELP searching website, including responsive webpages, and an iOS app version

Little Go AI Player [🔗](#) | Python

Oct 2022

- Built two AI agents, one applying the Minimax algorithm with Alpha-Beta pruning and another one based on Q-Learning, to play a 5x5 version of the Go game

Activities

Campus Smart Drones | OpenCV, Tensorflow, Pytorch

Hsinchu, Taiwan

Collaborative Vision Laboratory Teamwork

Sep 2016-June 2018

- Developed a collaborative aerial video surveillance system utilizing drones for campus delivery tasks.
- Led our laboratory's vision team to process images from virtual scenes to simulate auto-piloting reactions

Publications

IF-NET An Illumination-invariant Feature Network

Aug 2020

IEEE International Conference on Robotics and Automation (ICRA)

- Implemented a robust and generic descriptor under crucial illumination change conditions
- Proposed a ROI loss and hard-positive strategy to bolster the feature descriptor's capabilities

Skills

Programming Language: C++, Python, Java, HTML, CSS, TypeScript, JavaScript, SQL

Tools Experience: Git, OpenCV, OpenGL, Pytorch, Tensorflow, Angular, Bootstrap, Flask, SwiftUI, Unreal Engine 5