

Diwei (Dean) Sheng

TEL: 234-263-0793 ds5725@nyu.edu <https://github.com/deansmile>

Education

New York University, Tandon School of Engineering, Brooklyn, NY

Aug. 2018 – Present

Western Reserve Academy, Hudson, OH

Jul. 2014 - May 2018

Work Experience

Intern, CloudMinds, Beijing, China

Jun. 2019 - Aug. 2019

Research & Development Department Intern

- Researched on the real-time end-to-end convolutional neural network (CNN) StereoNet which can produce depth map. Wrote a [report](#) after analyzing StereoNet.
- Researched on and write a [paper](#) about comparing three optical flow estimate method using CNN: FlowNet2, PWC-Net, GeoNet.
- Optimized the neural networks mentioned above to generate optical flow diagram using Jetson TX2 at 20~30 frames per second. Wrote a [progress report](#).

Intern, Palmdrive, Sunnyvale, CA

Jun. 2016 - Aug. 2016

Website Designer

- Assisted in designing a website using HTML and JavaScript to set up an online educational platform: palmdrive.cn.

Summer Programs

National High School Game Academy, Carnegie Mellon University

Jun. 2017 - Aug. 2017

Game Producer

- Led a team to produce a game called Serpent in one week as a sound designer using MilkyTracker and Audacity.
- Developed a new game called *Aere* in three weeks as an artist. <https://youtu.be/XIEjQTYfeig>.

Bluestamp Engineering, Palo Alto, CA

Jul. 2016 - Aug. 2016

Engineer

- Completed a starter project of an electronic watch; an individual main project of a 3-D VR Glass
- Programmed on the Google Cardboard, Particle Photon, and Unity.
- Used a handle to control the motion of a 3-D light-sword on the Virtual Reality glasses. Progress Video: <http://bluestampengineering.com/student-projects/bluestamp-2016/>.

Extracurricular Experience

Design for America

Sept. 2018 – Present

JAZET TEAM Member

- Designed a STEM-learning [game](#) for students within the context of the S.S. Columbia project.

NYU Tandon Vertically Integrated Projects

Feb. 2019 - Present

Mixed Reality Engineering Lab Member

- Simulate laboratory test equipment and connection to physical devices using Mixed Reality technologies: the combination of HoloLens and Leap Motion.

NYU Polytech Programming Team

Feb. 2019 - Present

Team Member

- Practice programming problems and prepare for the ACM programming competitions.

- Represent NYU Tandon to compete in ACM Greater New York Regional competition on October 27, 2019. Got 23rd out of 65 teams.

Skills

- Proficient in programming using Java, Python, C, and C++
- Skilled in web design both front-end and back-end
- Experience in game design and development using Unity
- Familiar with the idea and process of human-centered design
- Familiar with virtual reality and its applications
- Participated in programming competitions
- Familiar with convolutional neural network and its application and optimization