LI-KANG (TONY) WENG

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EDUCATION

The University of Texas at Dallas

Dallas, USA

Master of Science in Computer Science

(Expected) 05/2021

Udacity *Nanodegree* in Self-Driving Car Engineer

Taipei, Taiwan 02/2018

• Projects Vehicle Tracking, Lane Line Detection, Traffic Sign Classification, Driving Behavior Cloning

National Taiwan University (NTU)

Taipei, Taiwan

Master of Science in Bio-Industrial Mechatronics Engineering (BIME)

09/2015

Dissertation Sensor Fusion of Stereo Vision and Radar Systems for Vehicle Safety Application

Bachelor of Science in BIME

06/2013

Topic Quantitative Evaluation of the Floral Shape Variation in Sinningia Speciosa Domestication

TECHNICAL SKILLS

Programming C++, Java, JavaScript, Python, Git, OpenCV, AWS, Qt Creator, Unity, AutoCAD **Robotic Components** ROS, IMU, stereo camera, Nvidia JETSON TX2 Developer Board, Arduino

WORK EXPERIENCE

Software Development Engineer Intern, Amazon Web Services, Inc.

Dallas, USA

 Added CloudWatch Events to AWS EC2 Fleet to let customers be aware of the states of their fleets and take actions to fulfill their business demands 05/2020 - 07/2020

Developer, GOROX Co. Ltd.
 Synced body motion to the avatar in Unity and developed a real-time GUI

Taipei, Taiwan 12/2018 - 07/2020

Research Assistant, National Taiwan University

Taipei, Taiwan

Built a tracked robot for surveillance on a chicken farm. The information and the manipulation 03/2019 - 06/2019
 of the robot were visualized on a website and the algorithms are developed using ROS (Robot Operating System)

Software Engineer, HTC Corp.

Taipei, Taiwan

Developed real-time visual-inertial SLAM algorithm using C++ on ARM platform

01/2017 - 07/2018

 Designed GUI and tools for real-time data visualization and KPI measurement to eliminate tedious labor and quantitate tracking performance

RELEVANT PROJECTS AND RESEARCH

Sensor Fusion Project, Biophotonics and Bioimaging Laboratory (BBLab), NTU

05/2013 - 09/2015

- Constructed sensor fusion based vehicle safety real-time system capable of obstacle detection, tracking and collision avoidance algorithms using stereo vision and millimeter-wave radar sensor
- · Overhauled algorithms and analyzed the performances to eliminate false detection of algorithm
- Eliminated measurement error of depth information from 2.4% to **0.7%** using fused information
- Enhanced obstacle matched rate from 82.1% to 89.8% using fused information
- Accelerated 2.8 times in the correspondence matching method using CUDA with OpenCV

The 9th Utechzone Machine Vision Prize, Utechzone Inc.

02/2014 - 08/2014

 Awarded 2nd prize of the overall competition and developed fall detection algorithm including background removal, feature extraction, object tracking, and motion detection under complicated scenarios (light variation, overlap)

Floral Shape Variation Study, BBLab, NTU

08/2012 - 02/2014

- Accelerated process speed and eliminated measurement error by developing a semi-automatic program with GUI
 using image processing methods for flower landmark acquisition
- Analyzed shape variation of Sinningia speciosa from landmarks identified on 2D images

Advanced Technology Project in Vehicle Safety: Intelligence and Human Factors, ARTC

05/2013 - 01/2014

- Refactored obstacle matching algorithm to optimize performance by speed-up around 30%
- Eliminated measurement error by optimizing camera calibration on stereo vision
- Analyzed path planning algorithms to provide more realistic solution
- Designed GUI with concise information for user easy to understand environmental information

The 8th Utechzone Machine Vision Prize, Utechzone Inc.

01/2013 - 08/2013

• Implemented feature of face recognition method and analyzed the performance with 78% successful rate

SELECTED PUBLICATIONS

Ta-Te Lin, **Li-Kang Weng** and An-Chih Tsai. 2014. Object Tracking and Collision Avoidance Using Particle Filter and Vector Field Histogram Methods. Paper presented at ASABE. Paper No. 1906189, Montreal, Quebec City, Canada.