Chi-Yao Huang

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EDUCATION

Arizona State University (ASU)

Tempe, AZ Current

Ph.D in Computer Science

Tempe, AZ

Arizona State University (ASU)

M.S. in Robotics and Autonomous systems (Artificial Intelligence Track); Cumulative GPA: 4.00/4.00

Aug 2021 - May 2023

National Taiwan University (NTU)

Taipei, Taiwan

M.S. in Mechanical Engineering; GPA 3.83/4.3

Sep 2015 - Jun 2017

National Sun Yat-San University (NSYSU)

Kaohsiung, Taiwan

B.S. in Mechanical and Electro-Mechanical Engineering; GPA 3.19/4.0

Sep 2010 - Jun 2014

Experience

Arizona State University (ASU)

Tempe, AZ

Research Assistant - Prof. Yezhou Yang Aug 2021 - Current

o Thesis: From SLAM to Spatial AI: Using Implicit 3D Latent Space Landmark Reconstruction for Robot Localization and Mapping: Use learning-based 3D reconstruction and semantic labels to teach robots to understand space, enables robots to jointly optimize their trajectory and objects' poses and shapes in the environment.

Advanced and Creative Team, HTC VIVE

New Taipei, Taiwan

One of eleven of Team Lambda (the core VR/AR technology development department)

Sep 2017 - Feb 2021

- VIVE COSMOS: VIVE COSMOS is the first inside-out Virtul Reality (VR) product originally designed by HTC VIVE.
 - Developed multi-camera VR tracking system, accuracy reaches 0.4 mm (better than human eyes).
 - Developed multiple cameras and IMU calibration, improves production capacity.
 - Product website: VIVE Cosmos Overview
 - LAMBDA SLAM demo video:LAMBDA VR TRACKING
- VIVE FOCUS 3: VIVE FOCUS 3 is an the first Mixed Reality (MR) device presented by HTC VIVE, which combines Virtual Reality (MR) and Augmented Reality (AR).
 - Led team of three to develop prototype of MR system in interdepartmental project.
 - Integrated MR tracking system with gesture tracking system, enables players to interact with MR with their hands.
 - Developed tightly-coupled visual-inertial SLAM, smoothens MR tracking trajectory (trajectory jitter less than 0.1 mm).
 - Parallelized SLAM algorithm on Qualcomm Hexagon, 4 times speed up on embedded system.
 - Product website: VIVE Focus 3
- VIVE FLOW: VIVE FLOW is an Augmented Reality device to enable players to enjoy AR games using a simple glasses-like device.
 - Troubleshot CPU loading issues with hardware and firmware teams.
 - Analyzed thermal problems with mechanical team.
 - Product website: VIVE FLOW
- Scene: Scene is a project to detect obstacles in the environment, warns VR players to be away from potential dangers, and set up a safe playing region.
 - Constructed voxel obstacle map for indoor environments, avoids players hitting obstacles when playing.
 - Developed semantic map, enables VR/AR system to interact with real environment.

NTU Robotics Lab, National Taiwan University

Taipei, Taiwan

Sep 2015 - Jun 2017

Graduate Student and Vice System Manager - Prof. Han-Pang Huang

- o Master thesis: 3D Reconstruction and Path Planning with Signed Distance Function:
 - Fused optical flow and feature points for SLAM front-end, reduces computing cost, smoothens tracking trajectory.
 - Modified Bundle Adjustment to calculate in Lie group and Quaternion.
 - Used voxel hashing to construct dense voxel map.
 - Combined SLAM with biped robot path planning.
- Humanoid robot:
 - Designed ZMP (Zero Moment Point) trajectory to make biped robots walk on uneven terrain.
- Vice system manager:
 - Designed lab introduction and bridge courses for new members of the lab.
 - Managed and maintained equipment, including several robotic arms, mobile robots, and a humanoid robot.

Company of Air defense Artillery Battalion, R.O.C. Army

Taiwan

Battalion Dispatcher Sep 2014 - Sep 2015

o Managed hundreds of cars, trucks and anti-air tanks in military exercises.

National Sun Yat-Sen University

Kaohsiung, Taiwan Sep 2015 - Jun 2017

Undergraduate Student - Prof. Yaw-Terng Su

- o Commercial Vehicle Speed Control System: Designed PID controller of vehicle speed control system.
- Stairlift for Elderly People: Used PLC control to design a stair climber for elderly people.

AWARDS

- Ira A. Fulton Schools of Engineering Fulton Fellows Award, Arizona State University
- Student with Distinction, Arizona State University

SKILLS

- Programming Languages: C/C++, Python, Javascript
- Programming Library: OpenCV, Eigen, Ceres, PyTorch, Keras, OpenGL
- Parallel Computing Tools: SIMD, CEVA, Hexagon

LANGUAGES

Mandarin (native), English (fluent)