

Yuxuan (Jack) DONG

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Portfolio Page URL: <https://jd362.github.io/portfolio/>

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EDUCATION BACKGROUND

Carnegie Mellon University

Pittsburgh, PA

Master of Science in AI Engineering- Electrical and Computer Engineering Year of intended Graduation: 12/2024

University of Wisconsin-Madison

Madison, WI

Bachelor of Science in Computer Science & Psychology (Double Major) 05/2023

Overall GPA: 3.87/4.0

Honors & Awards: Dean's List for 5 semesters.

Membership in the Phi Beta Kappa Academic Society, University of Wisconsin-Madison 12/2022

Bryan's Aspiring Psychology Student Award 06/2021

Related Courses: Intro-Artificial Intelligence, Deep Learning for Computer Vision, Virtual Reality, Intro to Operating Systems, Computer Graphics, Database Management Systems, Algorithm

RESEARCH EXPERIENCE

Carnegie Mellon University

09/2023-Present

Research Assistant

Pittsburgh, PA

- Research topic involves promoting AI-Human cooperation using multi-player adventure game.
- Used Unity to construct the game. Built AI-friendly interface and developed AI-friendly game mechanics, allowing AI to analyze the intention of human players and plan strategy together with human.

Wisconsin Institute for Discovery

09/2021-05/2023

Research Assistant

Madison, WI

- Participated in 3 Virtual Reality projects involving Unity development and VR deployment.
 - Deployed 2 games to Oculus Quest 2 VR headset. Designed completely action-based controlling system and gesture-based interactive mechanics to provide maximum level of immersion for players.
 - Deployed scanned biology model to CAVE system- a room scale projection system. Created a panoramic view of a plant cell, allowing researchers to examine the scanned model in close range.
 - Hosted 3 activities around UW-Madison campus, invited over 100 students and faculties to experience the games.
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PUBLICATION

Y. Dong, "Can Machine Recognize a Long Missed Old Friend? A Test to the FaceNet Face Recognition Algorithm," has been accepted by the 2nd International Conference on Computing Innovation and Applied Physics (CONF-CIAP 2023)

CONFERENCE PARTICIPATION

Human Machine Teaming Summit

03/2024

Boulder, Colorado

- Presented and demonstrated a collaborative game project focusing on human-AI interaction.
 - Received "Best demo" award of the conference.
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SKILLS

Application software: Unity

Programming Language: Python, Java, C#, C++/C

AI-related skills: Machine Learning algorithm, Deep Learning.