

# Yuxuan (Jack) DONG

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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

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## 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 2<sup>nd</sup> International Conference on Computing Innovation and Applied Physics (CONF-CIAP 2023)

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## ACADEMIC PROJECT

### FIFA ML Project

09/2023 – 11/2023

Carnegie Mellon University

- Developed a machine learning program to predict the players' overall value based on their statistics in FIFA game.
  - Constructed a data engineering pipeline to extract and refine over 100k pieces of data from the FIFA online database.
  - Used Spark ML and Pytorch to build and train 4 different machine learning models.
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## SKILLS

Application software: Unity

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

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