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.

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)

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.

SKILLS

Application software: Unity
Programming Language: Python, Java, C#, C++/C
AI-related skills: Machine Learning algorithm, Deep Learning.