**Yuxuan (Jack) DONG**

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Portfolio Page URL: [*https://jd362.github.io/portfolio/*](https://jd362.github.io/portfolio/)

LinkedIn URL: [*http://www.linkedin.com/in/jackdy*](http://www.linkedin.com/in/jackdy)

**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.

**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.

**SKILLS**

Application software: Unity

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

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