

Jialin (Jayleen) Yuan

🏠 <https://jia2lin3yuan1.github.io/>

🌐 [linkedin.com/in/jialinyuan](https://www.linkedin.com/in/jialinyuan)

🐙 github.com/jia2lin3yuan1

✉ yuanjial@oregonstate.edu

☎ +1 (541) 602-4658

🎓 Education

Sep.2016 - EXP. Spring 2023	Oregon State University , Oregon, U.S	Ph.D student in Computer Science · Computer Vision
Sep.2010- Mar.2013	Xidian University , Xi'an, China	M.S in Computer Science · Artificial Intelligence
Sep.2006- Jun.2010	Xidian University , Xi'an, China	B.S. in Computer Application Technology

🛠 Skills

Programming Languages :	(Proficient) C/C++, Python; (Familiar) Matlab, Java, Bash
Deep Learning Frameworks :	PyTorch, Tensorflow, Keras
Others Tools and Languages :	Git, LaTeX, FPGA, RTL

🔧 Projects

➤ Research on topic 'Deep Object Discovery'

- Research on Vision-Language understanding task and proposed a method to effectively learn the united semantic information from asymmetric modalities. A paper submitted to ICCV 2023.
- Research on Unsupervised Video Object Discovery task and proposed a method to efficiently improve performance in the detect-propagate paradigm. A paper submitted a paper to ICCV 2023.
- Research on Instance Segmentation task, Proposed a search-free Instance semantic Segmentation algorithm accepted on NeurIPS 2020 ([Paper Link](#)).

➤ Lead on developing the Plant Phenotyping method for GWAS in Populus trichocarpa

- Developed a web-based image annotator for fast and accurate pixel-wise object and category annotation ([Link](#)).
- Performed plant phenotype analysis with the tool and submitted a paper to PlantPhenomics ([Paper Link](#)).
- Developed an algorithm for root analysis in a GWAS study ([Paper-1 Link](#), [Paper-2 Link](#)).

➤ Contribute to the DARPA Machine Common Sense Project

- Built perception system for the DARPA Machine Common Sense Project for discovering novel objects of interest from videos.

➤ Contribute to the design of FRC (Frame Rate Conversion) algorithm used in 4K TV chip solution

- Developed the C model for FRC and support the digital designer to develop its chip solution.
- Led on FPGA validation and chip validation on FRC.
- Supported on PQ tuning and customer support.

📁 Experience

Jun. 2022 Mar. 2022	Research Intern Microsoft Inc, Bellevue, Washington, U.S <ul style="list-style-type: none">➤ Interned in the ROAR team under Decision AI. Research on the problem of video object segmentation (Paper Link, ECCV 2022) and the problem of Vision-Language content moderation detection (a submission to ICCV 2023).
Sep. 2019 Jul. 2019	Software Engineer Intern Uber Technology Inc, Palo Alto, California, U.S <ul style="list-style-type: none">➤ Developed Image Style Transfer algorithm using GAN, to augment data in minor categories and address the data imbalance problem.➤ Included the generated data into the collected dataset to train a scene classification model, it obtained at least 8% improvement on the minor categories without influencing the other categories.
Jun. 2016 Mar. 2014	Algorithm Engineer Kiwi-image Technologies Co, Ltd., Shanghai, China <ul style="list-style-type: none">➤ Developed algorithm for FRC(Frame Rate Conversion) and OD(Over Drive) modules used in High-end TV solutions and co-worked with Digital Designers for porting to RTL(Register Transfer Language).➤ Developed a phase-table tool to assist timing control analysis in the FRC module on the chip, it improved the timing tuning efficiency over 10X.➤ Participated in the development of embedded dynamic software, chip validation, and PQ tuning for customer support.
Mar. 2014 Apr. 2013	Algorithm Engineer Novatek Co, Ltd., Shanghai, China <ul style="list-style-type: none">➤ Maintained algorithms for 2d-to-3d, free-3d, and image compression modules used in TV solutions. Built their bit-true C-models for RTL comparison and the embedded dynamic software used in Chip.