Jonathan Hans Soeseno

AI Research Engineer

Jonathan is a research engineer from Inventec Corp., a world-leading computer and electronics manufacturer with annual revenue of more than 16 billion USD. At Inventec AI Center, he focuses on improving the company's manufacturing processes and pushing its technological advancements through deep learning algorithms.

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WORK EXPERIENCE

AI Research Engineer
Inventec Corp. (英業達集團)

02/2019 - Present   *Taipei, Taiwan*

Summary

- Work on realistic locomotion controller for quadrupeds through combining Deep RL and GAN (Accepted to SIGGRAPH 2020).
- Won first place of USAID intelligent forecasting competition 2020.
- Develop a machine-learning algorithm for self-monitoring blood pressure measurement through ECG and PPG signals.
- Implement order forecasting system using deep sequence model for inventory optimization.
- 5+ issued and pending patents.

Deep Learning Engineer Intern
Industrial Technology Research Institute (工業技術研究院)

07/2018 - 09/2018   *Zhudong, Taiwan*

Summary

- Performed data cleaning and preprocessing on MIDI format.
- Developed a pipeline to encode and decode musical notes representation for the neural networks.
- Developed MAC- Net: to compose a melody and an accompaniment using LSTM as the backbone.

EDUCATION

Computer Science (M.Sc)
National Taiwan University of Science and Technology (NTUST)

02/2017 - 01/2019   *Taipei, Taiwan - GPA (4.19/4.3)*

Summary

- Worked on facial attribute transformation for humans using generative adversarial networks (GAN).
- Thesis: Controllable and Identity-Aware Facial Attribute Transformation using Generative Adversarial Networks.
- Submitted 2 publications (IEEE Access, IEEE TCYB).
- Best Master Thesis Award IICM 2019.

Computer Science (B.Sc)
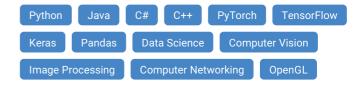Petra Christian University

08/2013 - 02/2017   *Surabaya, Indonesia - GPA (3.94/4.0)*

Summary

- Participated in Cisco Networking Academy 2016 NetRiders CCENT ranked 8th in APACJ and 3rd in Indonesia.
- Final project: OCR for Indonesia's National ID card using traditional computer vision, image processing, and SVM.

SKILLS

Python · Java · C# · C++ · PyTorch · TensorFlow · Keras · Pandas · Data Science · Computer Vision · Image Processing · Computer Networking · OpenGL

CERTIFICATES

Coursera deep learning specialization

- https://www.coursera.org/account/accomplishments/specialization/certificate/WV758GFFV44A

PUBLICATIONS

CARL: Controllable Agent with Reinforcement Learning for Quadruped Locomotion - SIGGRAPH 2020
Ying-Sheng Luo*, Jonathan Hans Soeseno*, Trista Pei-Chun Chen, Wei-Chao Chen (*joint first authors)

Faster, Smaller, and Simpler Model for Multiple Facial Attributes Transformation - IEEE Access 2019
Jonathan Hans Soeseno, Daniel Stanley Tan, Wen-Yin Chen, Kai-Lung Hua

Controllable and Identity-Aware Facial Attribute Transformation using Generative Adversarial Networks (under review on Transactions on Cybernetics)

LANGUAGES

Bahasa Indonesia ●●●●●

English ●●●●●

Chinese Traditional ●●●○○

INTERESTS

Computer Graphics · Physics-based Controller · Character Animation · Generative Modeling · Time-Series Forecasting · Computer Vision · Image Processing · Data Science · Deep Learning