Yuxi Wang

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EXPERIENCE

Amazon   Tokyo, Japan
Software Development Engineer   *Apr. 2022 – Present*
- Developed a Java Checkstyle package to enforce consistent coding standards across the team.
- Independently designed and implemented a points display feature on Amazon widgets for both web and mobile platforms in the shopping category page. Developed and orchestrated the project from low-level design to UX change proposal and front-end and back-end implementation. Conducted UAT testing and A/B test experiments to ensure the feature was delivered with high quality, resulting in a boost in user engagement and satisfaction.
- Implemented a points breakdown widget on the Amazon cart page for both web and mobile platforms, which enabled users to understand the details of the points they could earn from the products in their cart, resulting in a better user experience.
- Implemented service's AWS Cloud Development Kit package to manage AWS infrastructure and resources, including configuring pipeline setup and creating monitoring dashboards and alarms, to enable continuous integration and delivery as well as safer deployments.

Huawei Japan Research Center   Tokyo, Japan
Research Engineer intern   *Oct. 2020 – Jan. 2021*
- Researched and developed a video deblurring algorithm that achieves state-of-the-art results.
- Designed a novel structure that optimizes the use of input information to enhance the realism of the output, and conducted comparative analysis to validate the effectiveness of the developed components.

CyberAgent AI Lab   Tokyo, Japan
Research Engineer intern   *Aug. 2020 – Sep. 2020*
- Developed a self-supervised representation learning algorithm for an advertisement dataset, enabling better understanding and prediction of user engagement with ads.
- Devised and implemented a novel learning system that leverages the audio and video correlation of advertisement videos as a powerful self-supervision signal.

SJTU Machine Vision and Intelligence Group   Shanghai, China
Undergraduate research assistants   *Nov. 2016 – Jun. 2018*
- Developed an IC components classification and position tracking system, enabling efficient and accurate identification and tracking of IC components.
- Designed an innovative algorithm that effectively detects surface scratches on industrial parts with uneven surfaces, and co-authored a paper on the topic published in ICIP 2018 (1508-1512).

PROJECTS

Self-supervised representation learning via video frame rate prediction   *Aug. 2019 – Mar. 2020*
- Introduced a novel self-supervised task of training the network to predict the frame rate of input videos.
- Demonstrated the learned network's ability to effectively capture the spatial-temporal features in the videos.
- Achieved competitive accuracy on the action recognition task by fine-tuning the learned network.

Video Interpolation Based On Deep Learning   *Feb. 2018 – Jun. 2018*
- Proposed a novel video interpolation algorithm that generates more realistic middle frames.
- Designed a new form of optical flow for video interpolation task, improving accuracy and ease of training.
- Designed a novel structure that estimates middle frame feature channel-wise to avoid blurred contours in results.

EDUCATION

The University of Tokyo   Tokyo, Japan
Master of Engineering in Information & Communication Engineering   *Sep. 2018 – Sep. 2020*

Shanghai Jiao Tong University   Shanghai, China
Bachelor of Engineering in Computer Science   *Sep. 2013 – Jun. 2018*

TECHNICAL SKILLS

Languages: English, Japanese, Chinese (Native)
Programming Languages: Python, C++, Java, HTML/CSS/JavaScript, JSP
Tools: Git, Vim, AWS, Docker, PyTorch, TensorFlow, Django