

KAIYUE WANG

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EDUCATION

University of California, Berkeley, Berkeley, CA

August 2016 to May 2017

Master of Engineering, Computational Material Engineering

GPA:3.76

Coursework includes: Data Structure, Algorithm & Complexity Analysis, User Interface Development, Data Science, Machine Learning, Interpretation of Computer Programs

University of California, Los Angeles, Los Angeles, CA

September 2012 to June 2016

Bachelor of Science, Material Engineering

TECHNICAL & LANGUAGE SKILLS

- Java(advanced), Python(advanced), C++(intermediate), SQL(intermediate), Angular JS(intermediate), Git(intermediate), C#(Intermediate), JavaScript (intermediate), HTML(Intermediate)

EXPERIENCE

Web Application Developer

August 2016 to August 2017

Backend Software Developer

UC Berkeley Best Lab

- Designed and implemented responsive website from scratch for digitalizing one of the design research methods.
- Led backend development, design and built a MySQL database on Amazon RDS and built the server using python flask framework and used Nginx as web server. Participated building a responsive frontend using JQuery.
- Our website is used in 4 different UC Berkeley classes (ME292C, ME110, DES INV 190, DES INV 21) and has successfully withheld 200 users logged in at the same time.

Emotion Recognition Application

May 2017 to Sep 2017

Machine Learning Software Developer

IPMD, Inc

- Conducted data collection and emotion classification of over 1000 images.
- Built a computer vision platform using OpenCV for image preprocessing and extraction.
- Implemented AlexNet architecture CNN with Tensor Flow with 70000 classified data and achieved 75% accuracy.

Recommendation System Application

August 2017 to Present

Machine Learning Lead & Front end developer

Destine, inc

- Designed and built a recommendation system for the company's online collaboration platform. Implemented collaborative filtering algorithm in suggesting potential preferred projects to the website users.
- Built front end using angular JS, HTML, CSS to collect user information for building user profile.

PROJECTS

Fitbit for Embryo

Jan 2017 to May 2017

Software Development Lead

UCSF & Berkeley Best Lab

- Led a team of 3 UCB students in developing means to allow continuous home monitoring of embryo's health.
- Implement binomial logit algorithm in classifying the pathologic fetus data provided by UCSF which results in 98.74% accuracy and design android GUI for data visualization our application to mothers.
- Communicate with and participate in hardware development team in determining the hardware set up and discuss the potential means to integrate hardware and software together. Submitted for Gate's foundation.

Tacto

Sept 2016 to Dec 2016

Co-Founder & VR Application Lead

Sponsored by Samsung

- Led software development among 6 engineers to conduct human centered design research in VR space.
- Applied human centered design principles in interviewing 4 VR companies, narrowed 70+ concepts, and arrived at the final concept of Haptic VR gloves which integrates haptic feedback in virtual space.
- Built demo software application using Leap, Unity 3D and Arduino. Won Second place in Berkeley Virtual Reality Pitch competition and got accepted into Berkeley Sky Deck (a start up acceleration program).

CLASS PROJECTS

- Using Amazon S3 Lambda to build a Recipe application which interact with NoSQL Dynamo DB to provide Alexa Voice service for retrieving and using recipes in the kitchen.
- Apply Object Oriented Design and programming on implementing a Database management system in JAVA.
- Designed and built a Scheme Interpreter including reading scheme expression.
- Built and designed an Android application to provide calorie convert service.