Kaiyue Wang

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EDUCATION

UC BERKELEY
MEng in Material Sci&Eng
Graduated May 2017 | Berkeley, CA
Cum. GPA: 3.76

UCLA
BS in Material Sci&Eng
Graduated June 2016 | Los Angeles, CA
Cum. GPA: 3.56
Major. GPA: 3.85

COURSEWORK

GRADUATE
Data Analysis
Data Structure
User Interface Development
Structure & Interpretation of Programs
Computational Material Science
Convolutional Neural Network for Visual Recognition — CS231n
(self taught Stanford online course)

UNDERGRADUATE
Algorithm and Complexity Analysis
Intro to Computer Science 1 & 2

SKILLS

PROGRAMMING
Over 6000 lines:
• Java • Python
Over 1000 lines:
• C++ • CSS • Java Script
Familiar:
• Unity • MySQL • Shell • Latex

DESIGN
• Human centered Design Method
• Prototype using AutoCad
• Concept Generation & Clustering
• Heuristic Evaluation

EXPERIENCE

AVAMETRIC | 3D Modeling Tool Development Software Engineer
Sept 2017 – Present | San Francisco, CA
- Develop 3d modeling tool for AR clothing garment fitting in a large Python codebase (60k lines) using PyQt, responsibility includes features addition, unit testing, shell-script deployments and program maintenance
- Perform UX Design through communicating with production artists in designing the intuitive workflow and making the modeling tool more user friendly

UC BERKELEY BEST LAB | Web Application Backend Software Developer
May 2017 – Aug 2017 | Berkeley, CA
- 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 2 different UC Berkeley classes (ME292C, ME110) and has successfully withheld 200 users logged in at the same time.

IPMD | Machine Learning Developer & Team Leader
May 2017 – Sept 2017 | Berkeley, CA
- Conducted data collection and emotion classification of over 1000 images.
- Led a team of 5 engineers in building convolutional neural network using Tensor Flow with 70000 classified data and achieved 75% accuracy.

PROJECTS

TACTO | co-founder & VR Application Lead
May 2017 – Present | Berkeley, CA
- 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. Got accepted into Berkeley Sky Deck (a start up acceleration program). In collaboration with Karuna a VR application startup aims to alleviate chronic pain.

FITBIT FOR EMBRYO |Researcher at UC Berkeley BEST Lab
Sep 2016 – May 2017 | Berkeley, CA
- 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.