Kexin Chen

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EDUCATION

The University of Melbourne, Australia   **02/2021 – 12/2023**
- B.S. in Computing and Software Systems; **WAM**: 83/100; **GPA**: 3.8/4.0
- **Honors:** Dean's Honors List (12/2021); Airwallex Excellence in Tech UG Scholarship (10/2022); Melbourne Global Scholars Award (01/2022); Engineering and IT Foundation Graduate Scholarship (12/2023)

Fudan University (Exchange Student, School of Computer Science)   **09, 2022 – 01, 2023**

RESEARCH EXPERIENCES

Enhancing User-Agent Interaction with Dialogue AI and Speech Commands in Augmented Reality
Advisor: A/Prof Eduardo Velloso   *02/2023 – 07/2023*
- Utilized augmented reality (AR) to create a speech input system with ChatGPT and other big language models for text categorization and prompt-based interactions
- Utilized the HoloLens platform and ChatGPT APIs for real-time processing and response generation
- Investigated potential improvements to the system, such as generative agents in AR applications

De-Beautification: A GAN-based Approach to Recovering Face Images from Photoshopped Versions
Advisor: A/Prof Jingjing Chen   *11/2022 - 01/2023*
- Developed a GAN-based approach recovered the original appearance for image de-beautification
- Implemented BeautyGAN and Face++ API to create the over-beautified images used as input for the approach
- Assessed the approach's performance by comparing the outcomes with other approaches through the datasets SCUT-FBP5500 and FFHQ and wrote a report using LaTex on the potential uses of image de-beautification

WORK EXPERIENCES

Yuanheng Culture Company   **Shanghai, China**
Co-founder & Software Development Engineer   *09/2022 – Present*
- Developed an APP and meditation devices through AR to quantify meditation results and improve user experiences and created a WeChat Mini Program for users to book courses and record exercise data
- Participated in establishing the enterprise with a positive corporate culture as the co-founder

Outin Cloud Computing Technology Company   **Shanghai, China**
Web Development Intern   *08/2022 – 11/2022*
- Designed the web pages using *jQuery* on the SaaS platform *Shopify* and optimized with *Bootstrap* and *Sass*
- Streamlined web performance with Google developer tools, LazyLoad, WEBP conversion and other approaches

China Life Insurance (Group) Company   **Shanghai, China**
Data Analyst Intern   *12/2021 – 01/2022*
- Utilized Excel empowered by Python to process 30,000 records/day to verify customer address information
- Processed raw Excel data and automated web queries by the module requests, *Pandas, Numpy* and *Matplotlib*

PROJECT EXPERIENCES

Web Game Development: Rhythm Game with Sign Language Gestures   **Microsoft Engage Program**
Individual Project   *07/2022 – 08/2022*
- Developed a browser-based game for sign languages by frameworks *Vue, FastAPI & SQLite* and implemented an open-source Hand Gesture Recognition algorithm *MediaPipe* to recognize A-Z letter gestures by *PyTorch*
- Supervised with Microsoft mentors using *Scrum* methodology in development process to improve productivity

Unreal Engine 4 Development: Shooter Game   **Tencent Aurora Studios**
Individual Project   *08/2022 – 08/2022*
- Created a shooter game using Unreal Engine 4 and sharpened skills in level design, scripting, and visual effects
- Implement game mechanics, environments, and character models with Tencent

Visualization with Chinese Calendar Correspondence   **Peking University Visualization Summer School**
Group Project   *07/2022 – 10/2022*
- Participated in training in the fundamentals of visualization techniques and related information design
- Collaborated with students majoring in computer science and design to design a website for the visualization project by Vue and D3.JS

LANGUAGE & SKILLS

- Language Skills: Mandarin (Native), English (Fluent), Japanese (Basic)
- Computer Skills: Python, Java, Javascript, C, MATLAB, SQL Vue, jQuery, PyTorch, OpenCV, Tensorflow, Git