Leon Lin 林敬翔

Machine Learning Engineer

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Work Experience _____

Machine Learning Engineer at ASUS AIoT

Jul. 2021 - Mar. 2025

- EHS General Mission Framework | Python | System Design
 - Led a team of three people to refactor the EHS Mission Pipeline by redesigning the system architecture and data flow, strengthening role responsibilities, and defining clear interaction relationships between roles.
 - Coordinated the workload across team members to ensure workplace efficiency. Responsible for recording the progress of team members' progress on a daily basis in addition to working with the project hands on.
 - Designed the Event Engine's alert system by establishing clear boundaries and consistent event representation.
- Mission Inference Optimization | Pytorch | TensorRT
 - By utilizing TensorRT, reimplementing preprocessing and postprocessing with PyTorch, and optimizing model inference
 tasks through multithreading, the maximum number of model inferences was increased under the condition of maximum
 tolerable latency.
 - On the same hardware (NVIDIA T4), the number of supported cameras increased from X to Y, representing an improvement of Z%.
- EHS Scheduler | Python | Kubernetes | MongoDB
 - Co-developed EHS Scheduler to manage mission scheduling requests from the EHS Portal, including schedule planning,
 Kubernetes resource management, and mission monitoring.
- AI Agent Service | Azure AI | Pydantic
 - Developed a unified API interface using FastAPI, integrating third-party AI services like Azure AI and Copilot, with API interface validation ensured through Pydantic.
- Machine Learning Algorithm Development | PyTorch | Detection | Pose Estimation
 - Designed and trained a new version of the Protective Personal Equipment (PPE) detection algorithm to help ensure workplace safety in TSMC factory. Achieved a 34.22% improvement in accuracy, increasing mAP from 0.301 to 0.404.
- Snoring Detection | C++ | PyTorch | TFLite
 - Developed a snoring detection algorithm using PyTorch, with spectrogram transformation implemented in C++, achieving 94.12% accuracy on the testing dataset. The model was exported to TFLite format for deployment on mobile devices.
- 3D Lung Nodule Segmentation | PyTorch | 3D MaskRCNN | 3D Slicer
 - Developed lung nodule segmentation and classification algorithms by using 3D MaskRCNN. Achieved an average segmentation DSC of 0.7481 and classification accuracy of 91.84% on hospital test datasets.
 - Developed a 3D Slicer plugin to facilitate model inference and enable visualization of lung nodule predictions, enhancing user accessibility and interpretability.

Projects ____

- Microsoft Video Analysis Alternative
 - To address the high costs of Microsoft's cloud-based Video Analysis service, developed an alternative solution by implementing video analysis using a LongLLM model and deploying via Hugging Face.
- EHS Managing Agent
 - Created a custom AI agent service that simplifies the scheduling functionality and search capabilities in the EHS portal by combining prompts and RAG technology in an integrated API Gateway.

Education _____

Master in Electrical Engineering at National Chung Cheng University

Sep. 2017 -Nov.2020

- $\bullet\,$ Thesis: Prior guiding based multiple organ segmentation
- 4.17/4.3 GPA

International Exchange at Deggendorf University of Applied Sciences

Sep. 2019 -Feb. 2020

• Taiwan Ministry of Education International Education Exchange.

Bachelor of Electrical Engineering at National Yunlin University of Science

Sep. 2013 -Jun. 2017

and Technology

Skills _____

Languages Python, C/C++

Software/Frameworks Pytorch, TensorFlow, TensorRT, GStreamer, MLflow, DVC

Developer Tools Git, GitLab, Docker, Kubernetes, Azure AI

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