

Yiming Feng

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Work Authorization: U.S. Permanent Resident

Profile

Duke MSCS Student with hands-on experience in **deep learning** and **computer vision**. Achieved 99.72% accuracy on hand gesture classification using advanced neural networks and enhanced YOLOv3 image recognition performance. Skilled in Python, PyTorch, TensorFlow, and MLOps tools like Docker and Kubernetes. Delivers robust AI solutions integrating generative AI and model deployment. Offers data-driven insights and scalable AI systems to accelerate company growth.

Education

08/2025 – 06/2027 Durham, United States	Computer Science Master of Science Duke University <ul style="list-style-type: none">GPA: 4.0
07/2022 – 06/2025 Davis, United States	Computer Science Bachelor of Science University of California, Davis <ul style="list-style-type: none">GPA: 3.0Honors Graduation

Skills

– PROGRAMMING LANGUAGES

Python	C++	C	JavaScript / TypeScript
Java			

– MACHINE LEARNING & DEEP LEARNING

PyTorch, Scikit-learn, TensorFlow	Supervised & Unsupervised Learning	Regression, Tree-based Models	Neural Networks, CNNs, Transfer Learning
Model Evaluation & Hyperparameter Tuning			

– COMPUTER VISION

Image Classification	Object Detection (YOLO)	Data Augmentation	OpenCV, MediaPipe
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– GENERATIVE AI

Large Language Models (LLMs)	Prompt Engineering	Inference Pipelines
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– MLOPS & SYSTEMS

Docker, Kubernetes	CI/CD (GitHub Actions)	Model Deployment	Linux, Git
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– SOFTWARE DEVELOPMENT

React, Nuxt	Node.js, FastAPI	REST, WebSocket	MongoDB, SQL, Redis
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Work Experience

09/2025 – present Durham, United States	Graduate Teaching Assistant Duke University CS Department <ul style="list-style-type: none">Grade assignments promptly, delivering detailed, constructive feedback to enhance student learning outcomes.Host weekly office hours to resolve student questions and debug coding issues, boosting comprehension.Lead targeted pre-exam review sessions using practice materials to reinforce core concepts and
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Work Experience

improve exam readiness.

09/2024 – 12/2024

Davis, United States

Mathematic Reader

UC Davis Math Department

- Graded assignments and delivered detailed feedback to enhance students' problem-solving skills and deepen mathematical understanding.

07/2023 – 08/2023

Guangzhou, China

System Architect Intern

Guangdong Yixun Technology

- Integrated Vue.js with Spring Boot to enhance UX/UI and boost system performance
- Improved YOLOv3 image recognition accuracy by developing and curating specialized datasets
- Implemented system monitoring with Prometheus and visualized metrics using Grafana



Projects

07/2025 – 12/2025

Hand Gestures Classifier

- Developed a multimodal deep learning system classifying 18 hand gestures using **Graph Neural Networks, ResNet-34, and late fusion**, achieving 99.72% accuracy on the HaGRID dataset.
- <https://github.com/quiet98k/Hand-Gestures-Classfier>

04/2025 – 06/2025

LOL-Win-Prediction

- Predicted win probability in League of Legends matches using a deep neural network trained on the first 15 minutes of in-game data.
- Enhanced model's **local robustness** with PGD attacks, noise injection, Jacobian regularization, and TRADES.
- <https://github.com/quiet98k/LOL-Win-Prediction>

07/2025 – 12/2025

Proactive-AI

- Developed Proactive AI Assistant, a **Chrome extension** that detects user hovers and selections to instantly surface the **most helpful AI tools** in place.
- Enabled real-time code explanation, article summarization, equation graphing, table extraction, and OCR on images without leaving the webpage.
- Enhanced user productivity by integrating multi-functional AI features seamlessly within the browsing experience.
- <https://github.com/Arvid-pku/Proactive-AI>

09/2024 – 12/2024

Chinese Handwritten Digit Classifier

- Developed a deep learning model to classify handwritten Chinese numerals using **VGG16** and **LeNet** architectures, achieving ~97% accuracy on the Chinese MNIST dataset.
- <https://github.com/quiet98k/Chinese-Digit-Classfier>

07/2025 – 12/2025

Blood-On-Mahjong

- Developed a real-time multiplayer Sichuan Mahjong web app featuring **WebSocket**-based gameplay, **Google OAuth** authentication, and scalable **Kubernetes** deployment.
- <https://github.com/quiet98k/Blood-On-Mahjong>

05/2025 – 12/2025

WOAA-trading

- A **full-stack stock trading simulation platform** featuring real-time market data streaming, historical backtesting capabilities, and comprehensive portfolio management—enabling users to practice and refine trading strategies without financial risk.
- <https://github.com/quiet98k/woaa-trading.git>



Publications

2025

Integrating Object Detection and Deep Convolutional Neural Networks for Cat Breed Classification

2024 International Conference on Modern Logistics and Supply Chain Management (MLSCM 2024)

<https://www.scitepress.org/Papers/2024/133375/133375.pdf>