

Raymond Yuan

<http://raymond-yuan.github.io/personal-site/>
ray.yuan0@gmail.com | 281.875.5740 | 3006 Eastside St, Houston, TX, 77098

EDUCATION

RICE UNIVERSITY

BS in Computer Science

Expected May 2019 | Houston, TX

GPA: 3.86/4.00

President's Honor Roll (Fall 2015, Spring 2016)

ST. JOHN'S HIGH SCHOOL

Grad. May 2015 | Houston, Texas

Graduated with Cum Laude

LINKS

Github:// [raymond-yuan](#)

LinkedIn:// [raymondyan](#)

COURSEWORK

GRADUATE

Statistical Machine Learning

Introduction to Deep Learning

UNDERGRADUATE

Reasoning about Algorithms

Advanced Object-Oriented Programming and Design

Fundamentals of Parallel Programming

Computer Systems

Probability and Statistics

ONLINE

Udacity Artificial Intelligence Nanodegree

Coursera Stanford Machine Learning

SKILLS

PROGRAMMING

Fluent

Python • Java • Wolfram Mathematica

Proficient

Matlab • HTML • C • C#

FRAMEWORKS

Fluent

Github • Tensorflow • Keras •

Android • Unity3D • Arduino

EXPERIENCE

NEOSENSORY | ALGORITHMS ENGINEER

May 2017 - August 2017 | Palo Alto, CA

- Boosted phoneme classification model accuracy and created pipeline for converting and running model on Android, by implementing audio preprocessing libraries in Tensorflow complete with end to end unit testing.
- Created a deep auto-encoder audio to haptic algorithm for environmental sounds in Tensorflow and Keras. Had 83% less reconstruction loss than original algorithm. Converted algorithm to Android to run inference in real time.
- Wrote infant haptic environmental sound algorithm to be featured on National Geographic (to be released in 2018).

NEOSENSORY | APPLICATIONS ENGINEER

May 2016 - January 2017 | Houston, TX

- Presented prototype and design to Global Fortune 100 company in Japan. Developed algorithms for music "sensationalizer," which included beat detection, adaptive quantization, Fourier transforms of music. Prototyped the algorithm in Python and wrote it in C for real-time application.
- Built apps in Android Studio and Unity3D, coded firmware in Arduino.
- Performed scientific experiments to determine best implementation for applications, performed statistical analysis, wrote technical memos, and presented on technical projects.

PROJECTS

IMAGE CLASSIFICATION ON SVHN | RICE UNIVERSITY

May 2017 | Houston, TX

Placed 1st in in-class Kaggle Competition, with final test accuracy of 98.71%, using ensemble of Wide ResNet models. Also tried Maxout Networks and deep, simple Convolution Neural Nets. Implemented in Keras.

MOTIVATE ME | HACKRICE 2016

October 2016 | Houston, TX

Created a social, organizational, and motivational app that encourages you and others to work towards a shared goal though competition. Implemented a seamless interaction between the frontend (using HTML and CSS) and backend in Javascript with Firebase.

LEADERSHIP AND ACTIVITIES

EXTERNAL VICE PRESIDENT | RICE UNIVERSITY CS CLUB

May 2017 - Present | Houston, TX

Design new ways to bring Computer Science students together through their mutual passion for technology.

Manage all communications with companies and outside organizations and coordinate events for them to connect students with technology opportunities.

COMMUNICATIONS HEAD | RICE UNIVERSITY HACKRICE7

April 2017 - Present | Houston, TX

Organize and handle all communications with companies, applicants, and organize reimbursement logging.