

# Rex Wang

<b>Summary</b>	Experienced software developer with expertise in computer vision, user interface, Windows OS development, research project prototyping and performance analysis. Skilled in modern C++, C, Python, Matlab, XAML, and WinRT.	
<b>Work Experience</b>	<b>Software Engineer II</b> , Microsoft Windows 365 - Authentication UX Team	2016 - Present
	<ul style="list-style-type: none"><li>• Owner of biometric sign-in, biometric enrollment and sign-in settings experience across multiple Windows 10 products.</li><li>• Architect and implement brand new user authentication experience for Surface Hub 2 and next generation Windows products.</li><li>• Maintain and improve user authentication experience on desktop logon screen, in App, and in browser.</li><li>• Developer contact of the team and mentor for junior team members.</li></ul>	
	<b>Senior Software Engineer</b> , Qualcomm Multimedia Software Architecture Team	2012 - 2016
	<ul style="list-style-type: none"><li>• <b>Touch screen algorithm</b> Launched commercial touch screen solution for mobile devices. The solution provides advanced features such as gesture recognition and water resistance. Owned noise mitigation, edge compensation and smooth filter algorithms.</li><li>• <b>Optical character recognition</b> Developed an optical character recognition engine for text recognition and tracking using realtime camera feed. Focused on performance optimization using Arm Neon assembly.</li><li>• <b>Computer vision algorithms performance analysis and optimization</b> Worked on analyzing critical performance metrics (CPU cycles, memory usage, power consumption) for computer vision algorithms and optimizing them with heterogeneous computing.</li></ul>	
<b>Education</b>	<b>University of California - San Diego</b> , San Diego, CA	2011
	MS, Computer Science	
	<b>National Taiwan University</b> , Taipei, Taiwan	2009
	BS, Computer Science and Information Engineering	
<b>Projects</b>	<b>Vehicle detector</b>	
	Designed a vehicle detector using tensorflow, scikit-learn, and OpenCV in Python. The program produces vehicle bounding boxes using HOG feature with SVM model.	
	<b>3D object classifier</b>	
	Implemented a pedestrian and vehicle classifier based on VoxNet with LIDAR scanned 3D objects.	
	<b>Dog breed classifier</b>	
	Experimented and developed multiple CNN based dog breed classifiers using tensorflow in Python. Compared results from various top performant CNN architectures.	
	<b>Character and face verification via sequence matching</b>	
	Computer Vision Lab, UCSD	
	Developed and improved a data driven algorithm to measure the similarity of two characters or face images. A sequence of most similar (nearest neighbors) characters or face images are used as feature to measure the similarity.	