Profile Objective

Junior undergraduate at the Chinese University of Hong Kong (Shenzhen) looking for a summer internship related to AI-driven Robotics perception and decision making. Motivated researcher looking forward to a practical project.

Skills

- Programming Skills: Python, Pytorch, Flask, TensorFlow, Java, C++, HTML, SQL, Svelte, C, Verilog
- Operating System and Platform: Linux User, Windows Fluent User. Microsoft 365, Adobe Premier, Adobe Acrobat, Keil v4, Fluent User, Blender 3D Designer.
- Technical Skills: Computer Vision, Data Analysis, Website builder, Cortex-M3 Development, Streamer.
- Language Skills: Mandaring, native; English, fluent; Japanese, intermediate; Korean, intermediate.

Education

Bachelor in Computer Engineering | Chinese University of Hong Kong (Shenzhen) 2020-2024 (Expected)

- GPA: 3.655/4, Ranking 6/103 in Computer Engineering, TOEFL: 103/120
- Related coursework: Image Processing and Computer Vision, Microprocessors and Computer Systems, Artificial Intelligence in Medical Imaging and Health, Ordinary Differential Equation

Exchange Student in Electrical Engineering | Korea Advance Institute of Science & Technology | (2023 Spring)

- Related coursework: Multi-disciplinary Robotics, Communication Engineering, Computer Network.

Experiences

Research Assistant - June 2022 - Present - Chinese University of Hong Kong (Shenzhen) Robotic and Artificial Intelligence Lab

- Implemented prototype entropy-based algorithm for logits post-processing, achieved at least SOTA performance.
- Wrote ""Open Set Scene Recognition with Class Relevance Learning for Out-of-Distribution Detection" as a candidate paper in IROS 2023
- Designed new loss function base on inter and intra-class relationship. Implementing it with Pytorch. Achieved 1% overall accuracy improvement in multiple scene dataset.
- Implementing APEX acceleration method for ResNet model and ViT model. Achieved 4 times acceleration in training.
- Design open world classification algorithm using CLIP models and representation learning technique.
- Implementing incremental learning algorithm such as LWF and EWC

Intern - April 2022 - Sep 2022 - Shenzhen Research Institute of Big Data

- Utilized Blender platform to transform the generated point cloud to 3D digital face, achieved offline transformation.
- Applied mediapipe to capture key points on human's face expression, achieved online recording.

Intern- Oct 2022 - Present - China Information and Communication Technologies Group Company

- Classified chips and detect malfunction on chips using group expertise algorithm, achieved over 40% improvement compare to original algorithm

Project Team Leader – Jan 2021 – May 2021 – Helphub in the Chinese University of Hong Kong (Shenzhen)

- Led the personality test website construction. Communicated with artist on the designing of website. Over 500 students joined this activity.

Teaching Assistant Jan 2022 – Jan – 2023 - Chinese University of Hong Kong (Shenzhen)

- Database System (Course Code CSC3170) 2022 Autumn School of Science and Engineering
 - 1. Lectured 3 tutorial sessions for four weeks, taught over 60 students.
 - 2. Designed related course content on how to construct a front end and how to connect the front and back end.
 - 3. Co-worked with other PhD students responsible for project design.
 - 4. Held 2 hours office period per week for 16 weeks.
- Basic English (Course Code ENG1002) 2021 Autumn School of Humanities and Social Science
 - 1. Lectured 1 tutorial sessions for 12 weeks, taught about 15 students in speaking and listening skills
 - 2. Designed lecture material for reading and writing.

International Conference on Acoustics, Speech, and Signal Processing (ICASSP) 2022

- Attended tutorial for energy-based method in deep learning and special topic for audio to text conversion. Enhanced my experience in audio processing field.

Honor and Award

- Dean's list 2020-2021 School of Science and Engineering (Chinese University of Hong Kong, Shenzhen), Dean's list 2020-2021 School of Science and Engineering (Chinese University of Hong Kong, Shenzhen),
- Academic Performance Award 2021-2022 (Chinese University of Hong Kong, Shenzhen).
- H Prize in 2022 Mathematical Contest in Modeling (the US contest)
- Third Prize in 2021 Mathematical Contest in Modeling (China contest)

Selected Project

- Robot Operating System (Working On): Building a vision-based robot on ball fetching problem (ROS, Gazebo)
- Socket Programing: Built an encryption protocol for data transform (C)
- Microprocessor Game Design: Cortex-M3 based STM32 chip game implementation from scratch. (STM32 in C)
- Computer Architecture: Pipe lining CPU implementation using Verilog. (ARM in Verilog)
- Natural Language Processing and Web Design: Online Sentiment Analysis using Pytorch, Flask and SQL. (Python, SQL)

Hobbies

- Violin, Chinese University of Hong Kong (Shenzhen) Orchestra.
- Kendo: Korea Advanced Institute of Science and Technology Kendo club.