JIN-SIANG (Justin) LIN 林晉祥

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SUMMARY

- A graduate student with **Computer Science** background
- 5+ years in software development and involve in several practical projects
- **MediaTek** GPU software engineer

EDUCATION

National Tsing Hua University, Hsinchu, Taiwan   08/2019 - 07/2021
Master of Science, Electrical Engineering in Vision Science Lab
Advisor : MIN SUN
- Concentration: **Deep learning**, especially on Reinforcement learning and Deep Learning application.

National Tsing Hua University, Hsinchu, Taiwan   09/2015 - 06/2019
Bachelor of Science, Computer Science
- GPA : **3.7** / 4.3

WORK EXPERIENCE

MediaTek, Hsinchu, Taiwan   09/2021 - *Now*
GPU software engineer
- GPU driver and application development, especially on Vulcan API.
- Responsible for Vulkan layers and tools development for GPU performance tuning.

Qualcomm, Hsinchu, Taiwan   04/2021 - 07/2021
Machine learning engineer (intern)
- Responsible for deployment of machine learning flow for semiconductor manufacturing data.
- Optimize the original data-pipeline for **43x** faster.

PUBLICATIONS

Toward Robust Long Range Policy Transfer   AAAI 2021
- Author: Wei-Cheng Tseng, **Jin-Siang Lin**, Yao-Min Feng, Min Sun

Hierarchical Alternative Training for Long Range Policy Transfer   ICML 2020 BIG workshop
- Author: Wei-Cheng Tseng, **Jin-Siang Lin**, Yao-Min Feng, Min Sun

RESEARCH EXPERIENCE

Policy Transfer / Policy Composition on Reinforcement learning   10/2019 - 08/2020
- We proposed a framework that leverages the hierarchical structure to train the combination function and adapt the primitive policies alternatively to efficiently produce a range of complex behaviors on challenging new tasks. The result was accepted by top conference of machine learning.

Medical Image Colorization   08/2020 - 03/2021
- This project focuses on transforming a medical image (e.g., Computed tomography) into a realistic RGB image using a Deep Learning framework.

SKILLS

Programming Languages: Python, C/C++, JavaScript
Others: Vulkan (graphics API)