Yu-Hong Shen

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Education

National Yang Ming Chiao Tung University

Hsinchu, Taiwan

Sep. 2021 - Now

JUNIOR IN B.S. COMPUTER SCIENCE

- Overall GPA: 4.22/4.3, Rank: 10/177
- Relevant Courses: Algorithm, Intro. to Machine Learning, Selected topics for Reinforcement learning, Operating System, System Administration

Projects_

Multispeaker Transcription

2023

MEICHU HACKATHON ANDROID ACCESSIBILITY PROJECT

Python, Pytorch, Kotlin, Java

- 3rd place in Meichu Hackthon Google group Android accessibility.
- Implemented an application that identify the speacker, transcript, and display the result on the cellphone.
- Acted as the team leader of the group
- My Responsibilities: Searched for models / Back-end 80 % / Front-end back-end integration / Debug for everyone / Work presenting. Link.

Reinforcement Learning for Quantitative Trading

2023

INTRODUCTION TO ARTIFICIAL INTELLIGENCE COURSE PROJECT

Python, Pytorch

- Implemented DQN, DDQN, Policy Gradient and Trajectory Transformer on stock trading.
- My responsibilities: Built the training environment / Web-scrapped the dataset / Implemented DQN and DDQN. Link.

Cellphone Rating System

2022

DATABASE COURSE PROJECT

Python, Django, SQL, AWS, HTML, CSS

- A cellphone rating system to manage the cellphone data and offer users to rate their own cellphone.
- My responsibility: Design system functions / Front-end 80 % / Back-end 10 %. **Link**.

Small tools and games

2022

TTS TOOL / TEXT-TO-EMOJI ENCODER / WORDLE GAME / SPACE GAME

Python / Kotlin / P5.js, Processing

- Multivoice text-to-speech synthesizer. Link.
- Personal text-emoji converter. Link.
- · Wordle game without day limit. Link.
- · Space shooting game. Link.

Course Work

Intro. to Machine Learning

2023

IMPLEMENTATION OF ML ALGORITHMS

Python

- Implemented Linear regression / Logistic regression / Fisher's Linear Discriminant / Decision tree / Adaboost.
- All the algorithms were implemented with only numpy to show full understanding of the concepts. Link.

Seleted Topics for Reinforcement Learning

2023

IMPLEMENTATION OF RL ALGORITHMS ON ATARI GAMES

Python, Pytorch

- Implemented TD(0) / DQN / DDQN / PPO / TD3.
- All the works was done in the gym environment using pytorch. Link.

Certificates

TOEIC Total: 965 / Reading: 485 / Listening: 480

GEPT High-intermediate Total: 225 / Reading: 117 / Listening: 108

DECEMBER 13, 2023 STANLEY SHEN