# YIYIN JIANG

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#### **EDUCATION**

# Indiana University Bloomington

August 2020 - December 2022

Master of Science in Data Science

## Shanghai University of Engineering Science

September 2016 - June 2020

Bachelor of Engineering in Computer Science

#### RELEVANT COURSES AND SKILLS

Introduction to Quantum Computing, Computer Vision, Applied Machine Learning, Elements of Artificial Intelligence, Algorithm Design and Analysis, python, TensorFlow

#### **EXPERIENCE**

# Intel Asia-Pacific Research & Development Ltd

May 2021 - July 2021

IOTG Software Intern

- · Applied nltk to original comments from a questions-answers system and calculated the probability of a word, a tag and a tag given a word in a sentence database. Improved tag specific parts in sentences by writing robust regular expressions to match paradigms.
- · Implemented AdaBoost to improve the accuracy of the neural network model which consisted of a hierarchical recurrent dual encoder and a latent topic clustering by increasing weights on comments including correctly recognized parts.

#### **PROJECTS**

## Quantum Neural Networks

February 2022 - April 2022

- · Defined a small quantum neural network which was implemented by setting a classic perceptron in deep learning to a unitary. The output was formed as the combination of a sequence of completely positive layer-to-layer transition maps.
- · Each data sample was specifically able to be re-accessed during the training step. Analogous to the cost function, the fidelity was the sum of the product among a pure and mixed quantum state.

Betsy Game October 2020

- · Imposed restrictions based on Betsy game rules. Generated a string storing the positions of roles in game and applied a proper heuristic function to evaluate a current state.
- · Implemented MiniMax algorithm according to the results of heuristic function and increased iterations if necessary to find an optimal solution to the next move.

# **Expression recognition based on deep learning and feature fusion** February 2020 - April 2020

Undergraduate Research

- · Extracted deep learning features through trained VGG19 neural network by TensorFlow.
- · Applied local binary pattern to images to calculate texture features.
- · Labeled 68 positions on the face by Dlib and calculated geometric features. Implemented a random forests classifier to train data with combined three types of features.