

Weimeng Pu

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Education

Universita della Svizzera italiana

Lugano, Ticino, Switzerland

M.S. IN COMPUTER SCIENCE

Sept 2018 - (Exp) Jun 2020

(Expected Jun 2020) thesis: machine-learning based foveated rendering (advised by Piotr Didyk)

San Jose State University

San Jose, California, United States

B.S. IN COMPUTER SCIENCE, HONORS

Aug 2014 - May 2018

Experience

Software Solutions Consultant Intern

AVALOQ

Sept 2019 - Dec 2019

- Worked in Robotic Process Automation team
- Built a proof of concept for automating incoming security transfer instructions arrive via email

Robotics Algorithm Engineer Intern

SEGWAY ROBOTICS

Jun 2018 - Sept 2018

- Worked in Loomo Delivery team
- Researched on drivable area segmentation and lane markings detection that support vision-based localization on bikeways

Deep Learning Engineer Intern

TUPUTECH

May 2017 - Aug 2017

- Worked in Mobile AR team
- Optimized robustness of face detection algorithms by training on two unconstrained benchmark datasets (FDDB and WIDER FACE)
- Supported commercialization of existing algorithms
- Surveyed on state-of-the-art deep learning models for object detection

Lab Instructor and In-Class Teaching Assistant

CS 46A (INTRODUCTION TO PROGRAMMING) & CS 49J (PROGRAMMING IN JAVA)

Jan 2017 - May 2018

Honors & Awards

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| 2018-2019 | First-year Scholarship , Università della Svizzera italiana (top admitted student) |
| 2016 | 3rd Place , American Statistical Association Undergraduate Statistics Class Project Competition |
| 2016 | The Google Games Division II Bay Area Coding Winner , Google |
| 2014-2016 | Humanities Honors Program , San Jose State University (top admitted student) |
| 2012 | Outstanding Presentation Award , Harvard AUSCR China Thinks Big Competition |