

# Weimeng Pu

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🏠 <https://weimengpu.github.io/>

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## Education

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### Universita della Svizzera italiana

*Lugano, Ticino, Switzerland*

M.S. IN COMPUTER SCIENCE

*Sept 2018 - 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

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### 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