WENSI(Vince) **AI**

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EDUCATION

University of California, Los Angeles (UCLA), Los Angeles, CA Sep.2019- Jun. 2023

- B.S. in Computer Science & Applied Mathematics, Cumulative GPA 3.916
- Relevant Coursework: Machine Learning | Data Science | Computer Vision | Reinforcement Learning | Computer Networks | Data Structures & Algorithms | Computer System Architecture | Probability & Statistics | Numerical Analysis | Linear Algebra

RESEARCH

Center for Vision, Cognition, Learning and Autonomy (VCLA) | *UCLA* Nov. 2019-Present

Research Assistant | *Director: Ying Nian Wu*

- Research Interest: Embodied AI, Multi-Agent System, Social Affordance
- Currently working on GenMotion, a collection of data-driven motion generator for animation synthesis
  - Helped completed GenMotion documentation and tutorial notebooks, and added PyPi support
  - Implemented Blender and Python rendering API, and integrated 2 generating models

EXPERIENCES

Metabit Trading | *SWE Intern* Jun.-Sep. 2021

- Used Apache Airflow to automate generation and processing of daily slice of stock data
- Redesigned data generation workflow to remove local data and configuration file dependencies
- Optimized data generation operators and graphs and gained 30x speedup in data generation time
- Developed the Validator for comparing different versions of data and found 10+ inconsistencies

NEXT Truck | *Data Analyst* Jan.-Mar. 2021

- Designed machine learning algorithms for the company to efficiently make recruitment decisions
- Preprocessed driver information data using pandas and Sklearn's Pipeline module
- Implemented PCA, SVM, NN, Random Forest, and bagged these models for final prediction
- Used cross validation for parameter tuning, and gained 97.8% accuracy in the Kaggle contest

eXchange | *Front-end Developer* Mar.-Jun. 2020

- Corporated with 3 students to develop eXchange, an online study resources exchange website
- Designed and implemented 3 main interactive UI and 5 components using React.JS and MaterialUI
- Implemented routing, data management, and client-server interactions using React Hooks

Catching Fire | *Tech Lead* Sep. 2017-Dec. 2019

- Led 8 students to develop a VR hazard evacuation training game via Unity3D and HTC Vive
- Simulated fire spread based on Unity's particle system, NavMesh Agent, and Collision System
- Utilized SteamVR and VRTK for user interaction with the virtual environment
- Paper published in RDFZ School Research Journal and won Bronze in China Thinks Big

SKILLS

Programming Languages: Python, C/C++, Javascript, CSS, HTML, Bash, LaTeX
Softwares: Autodesk Maya, Blender, Unity3D, Davinci Resolve
Frameworks: PyTorch, Sklearn, Pandas, Numpy, React.js, Apache Airflow, git

ACTIVITIES

UCLA ACM: Member of AI and ICPC
CSMT-UCLA: Front End Developer