# 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 3.923
- 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-Jun. 2022

*Research Assistant* | *Advisor: Ying Nian Wu*

- Research Interest: Embodied AI, Multi-Agent System, Social Affordance
- Integrated facial expression as emotions in triangular human character animation samping
- Completed GenMotion documentation and tutorial notebooks, and added PyPi support
- Implemented Blender and Python rendering API, and integrated 2 generating models

**Stanford Vision and Learning Lab (SVL) |** *Stanford University* Jun. 2022-Present

*Visiting Research Intern* | *Advisor: Jiajun Wu*

- Research Interest: Embodied AI, Virtual Reality, Computational Vision
- Integrated VR interface into OmniGibson and BEHAVIOR-1K for task verification and data collection
- Constructed computational vision models for 6 visual impairment in VR for human cognition study
- Conducted experiment to measure visual impairment's impact on human's performance

## 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

**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