
EDUCATION

University of California, Los Angeles (UCLA), Los Angeles, CA Sep.2019- Dec. 2022
B.S. in Computer Science & Applied Mathematics, Cumulative GPA 3.91
Relevant Coursework: Machine Learning | Data Science | Computer Vision | Computer Networks | Data Structures & Algorithms | Computer System Architecture | Probability & Statistics | Analysis | 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

EXPERIENCES

Metabit Trading | SWE Intern Jun.-Sep. 2021

- Used Apache Airflow to automate generation and processing of daily slice of stock data
- Optimized data generation logic and gained 30x speedup in daily data generation time
- Developed monitor tools for checking stock data generation and found 10+ inconsistencies
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NEXT Trucking | Data Analyst Jan.-Mar. 2021

- Designed machine learning algorithms for the company to make recruitment decisions
- Preprocessed 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 a online study resources exchange website
- Designed and implemented 3 main interactive UI using React.JS and MaterialUI
- Implemented routing, data management, and client-server interactions using React Hooks

Catching Fire | Team Leader & Programmer 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
- Used SteamVR and VRTK to realize 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, C#, Bash, LaTeX
Softwares: Autodesk Maya, Blender, Unity3D, Davinci Resolve
Platforms: PyTorch, Sklearn, Pandas, Numpy, React.js, Apache Airflow, Linux, git

ACTIVITIES

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