

Yueh-Po Peng



Experience

Senior Machine Learning Engineer	Jul 2025 – Present
Gamania Digital Entertainment	Taipei, Taiwan
Visiting Researcher	Jun 2025 – Oct 2025
Sony Computer Science Laboratories (Sony CSL)	Tokyo, Japan (Hybrid)
AI Engineer	Oct 2024 – May 2025
Gate.io	Taipei, Taiwan (Remote)
<ul style="list-style-type: none">Developed a Text-to-SQL AI agent enabling non-technical teams to access internal data, boosting query efficiency by 20%.Developed a fund flows anomaly detection system with LLMs and tree-based models, enhancing financial security.	
Research Assistant	Mar 2022 – Oct 2024
Institute of Information Science, Academia Sinica MCTLAB Supervisor: Dr. Li Su	Taipei, Taiwan
Research Topics: Self-Supervised Learning, Medical Imaging	
<ul style="list-style-type: none">Proposed a Transformer-based self-supervised learning method for decoding brain signals (fMRI), achieving an 77% reduction in memory footprint.Conducted distributed training experiments on high-resolution 4D medical images (fMRI) using TWCC HPC.Proposed a whole-brain feature selection method for decoding musical pitch from fMRI [2].	
AI Engineer Intern	Mar 2023 – Jul 2024
Tomofun - World's leading pet technology company	Taipei, Taiwan
Research Topics: Computer Vision, Large Language Models, Multimodal Learning	
<ul style="list-style-type: none">Developed an automatic short music video generation system for daily pet clips.Fine-tuned visual language models (e.g., BLIP), achieving a 20.6% improvement in visual question answering.Enhanced LLaVA image inference speed by 250% with only a 3% accuracy reduction.Developed APIs for visual language models using llama.cpp/ollama for image-caption pair datasets.	

Education

National Taiwan University	Feb 2023 – Jun 2024
<ul style="list-style-type: none">M.S. in Data ScienceThesis topic: Whole-Brain Feature Selection Methods for Decoding from fMRI Data	
National Taiwan University	Sep 2019 – Jan 2022
<ul style="list-style-type: none">B.S. in Computer Science and Information Engineering (CSIE)	

Research & Projects

Guitar Effect Removal	Collaboration with Positive Grid ML Team
<ul style="list-style-type: none">Proposed a two-stage method to remove distortion effects from guitar recordings using Positive Grid VST plugins.Achieved 20% higher audio quality than the best baseline, rated by 26 professional guitarists.Published in DAFx 2024 [1].	
Whole Brain fMRI Feature Selection	
<ul style="list-style-type: none">Proposed a two-stage method to extract fMRI features and predict musical pitch.	

- Demonstrated 2-fold improvement over ROI-based feature selection in fMRI-music analysis.
 - Published in ICASSP 2023 [\[2\]](#).
-

Publications

- [\[1\]](#) Lee, Y. S. *, **Peng, Y. P. ***, Wu, J. T., Cheng, M., Su, L., & Yang, Y. H. "Distortion Recovery: A Two-Stage Method for Guitar Effect Removal," Proc. Int. Conf. Digital Audio Effects 2024 (DAFx'24). (* **equally contributed**) [Paper](#) | [Demo](#)
- [\[2\]](#) Cheung, V. K. *, **Peng, Y. P. ***, Lin, J. H., & Su, L. "Decoding Musical Pitch from Human Brain Activity with Automatic Voxel-Wise Whole-Brain FMRI Feature Selection," Proc. IEEE Int. Conf. on Acoustics, Speech, and Signal Processing 2023 (ICASSP'23). (* **equally contributed**) [Paper](#)
-

Skills

- **Languages/Frameworks:** Python, PyTorch, TensorFlow, Pandas, Scikit-learn, Slurm, Go, HTML, JavaScript, C++, C, Linux.
- **Skillset:** Self-Supervised Learning, Medical Imaging, Computer Vision, Music Information Research, Distributed Training.