

# 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"><li>Developed a Text-to-SQL AI agent enabling non-technical teams to access internal data, boosting query efficiency by 20%.</li><li>Developed a fund flows anomaly detection system with LLMs and tree-based models, enhancing financial security.</li></ul>	
Research Assistant	Mar 2022 – Oct 2024
Institute of Information Science, Academia Sinica   MCLAB   Supervisor: Dr. Li Su	Taipei, Taiwan
Research Topics: Self-Supervised Learning, Medical Imaging	
<ul style="list-style-type: none"><li>Proposed a Transformer-based self-supervised learning method for decoding brain signals (fMRI), achieving a 77% reduction in memory footprint.</li><li>Conducted distributed training experiments on high-resolution 4D medical images (fMRI) using TWCC HPC.</li><li>Proposed a whole-brain feature selection method for decoding musical pitch from fMRI [2].</li></ul>	
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"><li>Developed an automatic short music video generation system for daily pet clips.</li><li>Fine-tuned visual language models (e.g., BLIP), achieving a 20.6% improvement in visual question answering.</li><li>Enhanced LLaVA image inference speed by 250% with only a 3% accuracy reduction.</li><li>Developed APIs for visual language models using llama.cpp/llama for image-caption pair datasets.</li></ul>	

## Education

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

## Research & Projects

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

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

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- [1] Lee, Y. S.\*, Peng, Y. P.\*<sup>,</sup> 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.\*<sup>,</sup> Peng, Y. P.\*<sup>,</sup> 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](#)
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## Skills

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- **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.