

Yueh-Po Peng



Experience

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| 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 MCLAB 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 a 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 [5]. | |
| 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/llama for image-caption pair datasets. | |

Education

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| 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 | Taipei, Taiwan |
| National Taiwan University | Sep 2019 – Jan 2022 |
| <ul style="list-style-type: none">B.S. in Computer Science and Information Engineering (CSIE) | Taipei, Taiwan |

Research & Projects

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| 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 [4]. | |
| 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 [\[5\]](#).
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Publications

- [1] Wang, T. K.*, **Peng, Y. P.***, Su, L., & Cheung, V. K. M. "VioPTT: Violin Technique-Aware Transcription from Synthetic Data Augmentation," Proc. IEEE Int. Conf. on Acoustics, Speech, and Signal Processing 2026 (ICASSP'26). (* **equally contributed**) [Paper](#)
- [2] **Peng, Y. P.***, Wang, T. K.*, Su, L., & Cheung, V. K. M. "Is Transfer Learning Necessary for Violin Transcription?," Int. Society for Music Information Retrieval Conf. 2025 (ISMIR'25) - Late Breaking/Demo. (* **equally contributed**) [Paper](#)
- [3] **Peng, Y. P.**, Cheung, V. K. M., & Su, L. "Whole-Brain Transferable Representations from Large-Scale fMRI Data Improve Task-Evoked Brain Activity Decoding," arXiv preprint arXiv:2507.22378, 2025. [Paper](#)
- [4] 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](#)
- [5] 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](#)
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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.