YA-FANG SHIH

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EDUCATION

M.S. Computer Science - National Taiwan University (Overall GPA: 4.16/4.3) 2016 - 2017

B.S. Computer Science - National Taiwan University (Last 60 GPA: 4.01/4.3) 2011 - 2015

RESEARCH INTEREST

Computer Vision, Deep Learning

PUBLICATION

Deep Co-occurrence Feature Learning for Visual Object Recognition

Ya-Fang Shih*, Yang-Ming Yeh* (* indicates equal contribution), Yen-Yu Lin, Ming-Fang Weng, Yi-Chang Lu, Yung-Yu Chuang

IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2017

AWARD

2017 Excellent Master Thesis Award - Image Processing and Pattern Recognition Society

EXPERIENCE

Teaching Assistant - Computer Science, National Taiwan University 2017

CSIE 7694 Digital Visual Effects (Spring 2017)

Research Assistant - Academia Sinica 2015 - 2017

Invited Talk - Viscovery Computer Vision & Machine Learning Paper Sharing Meetup 2017

Deep Co-occurrence Feature Learning for Visual Object Recognition

PROJECT

Stereo Panorama (C++) website: yafangshih.github.io/stereo-pano 2016

Built a system that produces stereo panorama image pairs (for left and right eyes) from a handheld GoPro video. Implemented omnistereo method and an optical flow-based image blending method.

Outfit Color Harmony Evaluation System (C++) 2016

Applied color harmonization algorithm to develop an outfit evaluation system. The resulting system scores how harmonic the colors of people's outfit looks.

Distorted Movie Scene Image Classification (MATLAB, MatConvNet) 2015

Improved the CNN classification accuracy of movie scene photos taken by users which have heavy lightning and contrast distortion.

Image Feature Matching Android Application (C++, Java, Android NDK) 2015

Developed an application that takes photos and matches feature points instantly on mobile devices using native language and integrated it into the Java environment on Android platform.

DJ Board (C, Arduino) website: silviachyou.github.io/DJBoard 2015

Developed an interactive skateboard on Arduino platform. The resulting system receives inputs of user's body motion from multiple sensors to trigger different types of music effects.

SKILL

Languages: C/C++, MATLAB, CUDA, python

Tools: MatConvNet, OpenCV, OpenMP, Android SDK/NDK

REFERENCE

Yung-Yu Chuang - Professor, National Taiwan University
cyy@csie.ntu.edu.tw

Yen-Yu Lin - Associate Research Fellow, Academia Sinica
yylin@citi.sinica.edu.tw