Yueh-Yang Lin

+886-980-550-997 jasper741852963@gmail.com YUEH-YANG LIN yangerder

Education

- **National Yang Ming Chiao Tung University (NYCU)** Hsinchu, Taiwan
  Major in Computer Science *Sep. 2022 – Present*
  GPA: 4.16/4.3 (Overall); Ranking: 29/193
- **Relevant Coursework:** Data Structures and Object-Oriented Programming, Introduction to Artificial Intelligence, Introduction to Machine Learning, Introduction to Algorithms, Introduction to Computer Graphics, Computer Animation and Special Effects, Introduction to Network Programming, Cryptography Engineering

Experience

- **Collaborative Vision Lab** Hsinchu, Taiwan
  Research Assistant (Mentor: Prof. Kuan-Wen Chen) *Sep. 2024 - Present*
  - Conducted a research project on 4D Gaussian Splatting for Real-Time Dynamic Scene Rendering
  - Collaborated with a teammate to implement and optimize 4D Gaussian Splatting for dynamic scene reconstruction

Projects

- **Analysis of Two Action Recognition Methods with Still Images** Link
  Introduction to Artificial Intelligence - Final Project *May. 2024 - June. 2024*
  - Implemented and compared two action recognition methods using a three-stream CNN model and logistic regression
  - Utilized COCO and V-COCO datasets to analyze the impact of dataset preprocessing, transfer learning, and classifier selection on accuracy
- **Champion Spotlight: Jinx – A Real-Time Graphics Showcase** Link
  Intro to Computer Graphics - Final Project *December 2024 - January 2025*
  - Developed a real-time 3D animation replicating League of Legends' Champion Spotlight for Jinx, implementing her QWER abilities with OpenGL and GLSL shaders
  - Designed explosion effects using Geometry Shader, built a custom camera system for dynamic perspectives, and optimized animation transitions for smooth weapon switching
- **Facial Emotion Recognition** Link
  Machine Learning Project – Kaggle Competition *December 2024 - January 2025*
  - Implemented bagging ensemble learning only with ResNet18 to enhance facial emotion classification accuracy in the Kaggle Face Emotion Image Classification competition
  - Applied bootstrap sampling, data augmentation, and weight adjustment techniques to optimize model generalization, achieving higher accuracy through ensemble learning
  - Ranked in the top 16% (16th out of 100 students) in the Kaggle Face Emotion Image Classification Competition for Introduction to Machine Learning

Awards / Honors

- Outstanding Scholarship for New Immigrants and Their Children, awarded by the Ministry of the Interior National Immigration Agency Republic of China, 2022 and 2023

Programming Skills

- Languages & Frameworks: C/C++, Python, Vue, Pytorch
- Tools & Technologies: Linux, WSL, Git, Blender, Davinci

Leadership / Extracurricular

Coordinator, NYCU Kaohsiung Group's Association Freshman Orientation Camp, 2024
Student Association of Computer Science, Head of Events Planning Department, 2024- Present