



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
GPA: 4.16/4.3 (Overall); Ranking: 29/193 Sep. 2022 – Present
- **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

- **4DGS Real-Time Scene Rendering Website [Link](#)** March 2025 - April 2025
Full-stack System for Real-Time Neural Rendering
 - Integrated FastAPI backend with React frontend to support video upload, frame extraction, COLMAP SfM/MVS processing, and 4DGS training/rendering pipeline
 - Implemented result preview (rendered video) and one-click point cloud download (PLY + deformation weights) to complete an end-to-end neural scene reconstruction experience
- **Analysis of Two Action Recognition Methods with Still Images [Link](#)** May. 2024 - June. 2024
Introduction to Artificial Intelligence - Final Project
 - 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](#)** December 2024 - January 2025
Intro to Computer Graphics - Final Project
 - 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](#)** December 2024 - January 2025
Machine Learning Project – Kaggle Competition
 - 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

Programming Skills

- Languages & Frameworks: C/C++, Python, Vue, SQL, FastAPI, React, Vue, Tailwind
- Tools & Technologies: Linux, WSL, Git, Pytorch, OpenCV, colmap, CUDA, Blender, Davinci

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

Leadership / Extracurricular

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