Yu-Cheng Deng

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CAREER OBJECTIVE

A self-motivated team player who is enthusiastic about software development, computer vision, data analysis and visualization with 2+ years of solid software development experiences. Currently seeking full-time positions in the field of software development, computer vision, software test, and software QA.

EDUCATION

University of California, Davis — Davis, CA, USA
M.S. in Electrical and Computer Engineering (ECE), Overall GPA: 3.88/4.00 — Sep. 2018 – Jun. 2020

National Taipei University of Technology — Taipei, Taiwan
B.S. in Electrical Engineering (EE) — Sep. 2014 – Jun. 2018

SKILLS

- **Language Skills:** Mandarin(native), English(proficient)
- **Programming Languages:** Python, MATLAB/Simulink, C/C++, C++/CLI, R, HTML/CSS, JavaScript
- **Software Development:** Image Processing, Computer Vision, Object-oriented Programming, Algorithm, Machine Learning
- **Technical Skillset:** Git, Bash (Shell Scripting), Open CV, SQL, .NET, Linux (Ubuntu, Debian), Windows, macOS

WORK EXPERIENCE

Wintec Industries — Newark, CA, USA
Junior Test Engineer — Jun. 2019 – Aug. 2019

- Created a File Transfer Protocol (**FTP**) Server under **Linux** to which the operating machines can transfer the files
- Built the script written in **C++/CLI** to achieve automatic file transfer through FTP
- Constructed a user-friendly **Graphical User Interface** (GUI) for the production line operators to use FTP
- Implemented **Computer Vision** approach (Moving-Object Surveillance) for calculating the productivity of the Printed Circuit Board (PCB) and monitoring the production lines using **Python** and **Open CV** in **Raspberry Pi 4** integrated with **Pi camera**

RESEARCH EXPERIENCE

Master Research- Improved Visualization of Fiber-based Fluorescence Lifetime Imaging in a Clinical Setting — Apr. 2019 - May. 2020

- Applied algorithms and **image processing** to fluorescence lifetime imaging (FLIm) data visualization for classification of tumors
- Proposed a more robust algorithm for **Real-time FLIm Visualization** for clinical applications
- Constructed a **Graphical User Interface (GUI)** tool for FLIm data visualization in **MATLAB** for research purposes

Advisor: Prof. Laura Marcu (Department of Biomedical Engineering, UC Davis)

Coursework Project- Improvement in Reinforcement Learning for Frogger Game — Jan. 2019 - Mar. 2019

- Regenerated the arcade game "Frogger game" using **Python** with PyGame
- Applied the **reinforcement learning** (Q-learning) to the Frogger game and analyze its performance
- Exploited nearest neighbor interpolation approach to improve the performance of the Q-learning for the Frogger game

Coursework Project- Human Following Robot Based on Reactive Algorithm for Safe Navigation — Jan. 2019 - Mar. 2019

- Constructed a simulation environment using **MATLAB/Simulink**
- Utilized Simulink toolbox and MATLAB script to simulate a human following robot (Pioneer 3-DX)
- Applied biological obstacle-avoidance algorithm to the sensors and analyze the performance in the synthetic environment

Senior Project- Care System for Pressure Ulcer Patients — Jun. 2017 - Dec. 2017

- Exploited the **Arduino** sensors to measure the values of the major factors (humidity, temperature, pressure, etc.) in causing ulcers
- Employed Arduino Wi-Fi to transmit the sensor data to **IoT** platforms, ThingSpeak (Web) and BLYNK (Android App)
- Used **PHP** with **MySQL** to transmit the data to the database, creating webpage for the communication between Server and Client

LEADERSHIP EXPERIENCE

- **Vice President** - Taiwanese Graduate Student Association (TGSA) at the University of California, Davis — Apr. 2019 - Jun. 2020
- **Chief Executive Officer** - Student Union of EE Department at National Taipei University of Technology — Sep. 2015 - Dec. 2016