

Yi-Chun (James) Lo

yichunlo0919@g.ucla.edu | 310-853-9340
github.com/yichunlo | linkedin.com/in/yi-chun-lo-416ba2218

EDUCATION

University of California, Los Angeles <ul style="list-style-type: none"><i>Master of Science in Computer Science</i>Coursework: Distributed and Parallel Computing	Dec. 2024 (Expected) Los Angeles, CA
National Taiwan University (NTU) <ul style="list-style-type: none"><i>Bachelor of Science in Computer Science and Information Engineering.</i>Coursework: Algorithms, Data Structures, Computer Networks, Operating System	June 2022 Taipei, Taiwan

SKILLS

Language: C, C++, Python, Java, SQL, JavaScript, Swift
Machine Learning: PyTorch, TensorFlow, Yolo, Network Architecture Search (NAS)
Network & Web: JavaScript, Node.js, Socket Programming, DNS, WireShark, Web Crawling, MongoDB
Develop Tools: Git, Docker, VMware Fusion
System: Linux, Shell Script, System Programming, Robotic Operating System (ROS)

EXPERIENCE

Data Engineer Intern <i>C++, OpenCV, Yolo, numpy, ROS, shell script</i> <i>Graphen</i> <ul style="list-style-type: none">Addressed fisheye camera distortion by developing ROS packages with OpenCV, leveraging the fisheye camera's broader view to resolve the challenging issue in the team.Developed shell scripts to manage tens of thousands of images from diverse datasets, achieving automation in the file type inspection and conversion with 10x speed up.Developed C++ scripts to extract the robot pose from streaming data and made a progress in the auto-docking implementation.Fine-tuned YoloV4 models and converted them to ONNX format to promote compatibility between various deep learning frameworks.	Dec. 2021 - Apr. 2023 <i>Taipei</i>
BizPro Official Website <i>JavaScript, Node.js, MongoDB</i> <i>BizPro</i> <ul style="list-style-type: none">Crawled the membership data with PyMongo and efficiently resolved data format inconsistency by leveraging SQL and Python skills.Developed the back-end system with Node.js and MongoDB; crafted efficient APIs for search, filter, and database management functionalities.Developed an intuitive UI for the back-end system, empowering non-coders to efficiently manage and maintain the system, enhancing user experience and operational efficiency.	Sep. 2022 - Feb. 2023 <i>Taipei</i>

PROJECTS

D-Mask <i>Swift, Object-oriented Programming</i> <ul style="list-style-type: none">Collaborated in a four-member team and solved communication challenges between the digital mask and the app with the Bluetooth API.Designed and developed an iOS app, contributing to the interaction and UI aspects of D-Mask.Applied object-oriented skills into the design of the system and functionalities to improve the efficiency of both development and maintenance process.	Sep. 2020 - Nov. 2020
Advanced Tic-Tac-Toe Game <i>Java, Object-oriented programming</i> <ul style="list-style-type: none">Collaborated in a four-member team and solved communication challenges between the digital mask and the app with the Bluetooth API.Designed and developed an iOS app, contributing to the interaction and UI aspects of D-Mask.Applied object-oriented skills into the design of the system and functionalities to improve the efficiency of both development and maintenance process.	Sep. 2020 - Nov. 2020
InForm <i>C#, Python, Shell Script, Network, IoT</i> <ul style="list-style-type: none">Laid the foundation for system architecture, defining the interplay between hardware and software.Employed Unity for a physics engine to simulate InForm movements; integrated the Unity app with data streams, and automated data operations with shell scripts to achieve realtime access.Configured network and system settings to facilitate communication among three devices; resolved data latency issues through shell commands modification, resulting in a 150% increase in transmission speed.	May 2020 - Jul. 2020