

Yifan Gong

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EDUCATION

MASTER OF SCIENCE IN INFORMATION | UNIVERSITY OF TEXAS AT AUSTIN

2017 - 2019 | School of Information • GPA: 3.9/4 | Austin, Texas

- Report: Enhancing Touch Interactions with Passive Finger Acoustics

BACHELOR OF ENGINEERING IN DIGITAL MEDIA TECHNOLOGY | HUNAN UNIVERSITY

2012 - 2016 | College of Computer Science and Electronic Engineering | Changsha, China

- Thesis: Kinect-Based Air Writing and Character Recognition
- Outstanding undergraduate exchange program at Arizona State University (Sponsored by China Scholarship Council)

RESEARCH EXPERIENCE

RESEARCH ASSISTANT | ADVISED BY DR. EDISON THOMAZ - HUMAN SIGNAL LAB - UNIVERSITY OF TEXAS AT AUSTIN

June 2018 – May 2019 | Austin, Texas

- Developed a mobile drawing sound interactive app using machine learning method with back-end sound recognition algorithm to recognize impact sound in real-time.
- Worked on a project on fingertips tracking using electromagnets.

GRADUATE RESEARCH ASSISTANT | ADVISED BY DR. JAKKI BAILEY - DEVELOPMENT AND IMMERSIVE REALITY LAB - UNIVERSITY OF TEXAS AT AUSTIN

January 2019 – May 2019 | Austin, Texas

- Developed a VR experiment platform to generate virtual characters in different places in a virtual environment and to find children's responses to virtual characters in different sizes.

UNDERGRADUATE RESEARCH ASSISTANT | ADVISED BY DR. HUIGUI RONG - LANGJIAN LAB - HUNAN UNIVERSITY

August 2013 – November 2014 | Changsha, China

- Designed user interfaces and created prototypes for an Android parking application.
- Maintained the group website.

SKILLS

PROGRAMMING LANGUAGES:

Java • Python • C# • JavaScript • C • C++ • HTML • CSS

PLATFORMS AND TOOLS:

Unity • Linux • TensorFlow • PhotoShop • Illustrator • Fusion • 3D Printer • Laser Cutter • Rhino

SELECTED PROJECTS

RECIPE SEARCH SYSTEM USING IMAGE RECOGNITION OF FOOD INGREDIENTS | MACHINE LEARNING COURSE PROJECT - WEB APPLICATION DEVELOPMENT

- Developed a recipe search system using convolutional neural network (CNN) method to recognize food ingredients in the image. Received Best Project Awarded by popular vote

REDUCING EXTERNAL INFORMATION IN CROWDSOURCING FOR SALIENT OBJECT LABELLING | CROWDSOURCING FOR COMPUTER VISION COURSE PROJECT - FULL STACK DEVELOPMENT

- Designed experiments to test the efficiency of crowdsourcing tasks to annotate objects in images for dataset to train machine learning algorithm.
- Developed salient object annotation task in Amazon Mechanical Turk to collect and analyze data from crowdsourced humans.

KINECT-BASED AIR WRITING AND CHARACTER RECOGNITION | BACHELOR'S THESIS

- Utilized Kinect and K-Nearest Neighbors (KNN) algorithm to recognize numbers hand written and hand gestures in the air.

CERTIFICATIONS & AWARDS

Dean's List conferred by Arizona State University (2015)

The 1st Class Scholarship of Understanding Student conferred by Hunan University (2014)

Adobe Visual & Graphic Designer Vocational Certification (2013)