Yifan Gong

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EDUCATION

UNIVERSITY OF TEXAS
MS in Information Science
May 2019 | Austin, TX
School of Information | GPA: 3.9 / 4.0

HUNAN UNIVERSITY
BEng in Digital Media Technology
Oct 2016 | Changsha, China
College of Computer Science and Electronic Engineering | GPA: 85 / 100

ARIZONA STATE UNIVERSITY
Digital Culture
Visiting Student Sponsored by China Scholarship Council

COURSEWORK

GRADUATE
Intro to Machine Learning
Crowdsourcing for Computer Vision
Digital Fabrication
Presenting Information
Usability
Virtual Reality for Games
Master's Report Research

UNDERGRADUATE
Advanced Mathematics
Linear Algebra
Data Structure
Discrete Mathematics
C/C++/Java Programming
Digital Logic
Computer Graphics
Operating System
Computer Network
Game Development I II
Thesis Research

SKILLS

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

PLATFORMS AND TOOLS
Unity • Linux • TensorFlow • PhotoShop • Illustrator • Fusion • 3D Printer • Laser Cutter

RESEARCH EXPERIENCE

HUMAN SIGNAL LAB | Researcher | Advised by Prof. Edison Thomaz
June 2018 – May 2019 | Austin, TX
- Developed a mobile drawing sound interactive application with back-end machine learning algorithm to recognize different clicking sound in real-time with 91% accuracy.
- Master's Report: Enhancing Touch Interactions With Passive Finger Acoustics
- Participated in a project on fingertips tracking using wearable electromagnets.

DEVELOPMENT AND IMMERSIVE REALITY LAB | Graduate Research Assistant | Advised by Prof. Jakki Bailey
January 2019 – May 2019 | Austin, TX
- Developed a Virtual Reality experiment platform to generate virtual characters in different places with different sizes in a virtual environment and to find children's responses to virtual characters.

LANGJIAN LAB | Undergraduate Research Assistant | Advised by Prof. Huigui Rong
August 2013 – November 2014 | Changsha, China
- Conducted user experience research. Designed user interfaces and created prototypes for a mobile parking application.
- Designed and maintained group website.

SELECTED PROJECTS

RECIPE SEARCH SYSTEM USING IMAGE RECOGNITION OF FOOD INGREDIENTS | 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 | Front End 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 Research
- Utilized Kinect and K-Nearest Neighbors (KNN) algorithm to recognize numbers hand written and hand gestures in the air.

AWARDS & CERTIFICATIONS

2015	Dean's List conferred by Arizona State University
2014	The First Prize Scholarship conferred by Hunan University
2013	Adobe Visual & Graphic Designer Vocational Certification