Yifan Gong

yifangong.com | linkedin: yifangong | yifan.gong@hotmail.com | (+86)17637666050

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
C/C++/Java Programming
Computer Graphics
Operating System
Computer Network
Game Development
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 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.

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 in a virtual environment and to find children's responses to virtual characters in different sizes.

LANGJIAN LAB | Undergraduate Research Assistant | Advised by Prof. Huigui Rong
August 2013 – November 2014 | Changsha, China
- Designed user interfaces and created prototypes for an Android parking application.
- Designed and maintained the 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 1st Class Scholarship of Understanding Student
2013   Adobe Visual & Graphic Designer Vocational Certification