

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

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 SIGNALS 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