

Yi Jiu

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PROFESSIONAL EXPERIENCE

SonyAI

Feb 2024 - Present

Engineering Intern Hakken

Tokyo

Developing a RAG and Multi-Agent System for Gastronomy

- Deployed multiple LLMs (Mistral 7B, SuperNova-Medium 14B, DeepSeek-R1 14B, LLaMA3-Turbocat-Instruct-8B) by vllm as base models for specialized agents.
- Built an agent-based system using LangGraph, where subdomain experts—doctor, chef, and nutritionist agents—collaborate to address complex user queries.
- Integrated a Named Entity Recognition (NER) model to extract relevant entities and contextual information from the recipe.
- Utilized Chroma as a vector database to store embeddings from millions of sentences extracted from biomedical papers.
- Employed Next.js for the front end and FastAPI for backend services and hosted the system on AWS.
- Published paper:
 - [Gastro-Health Project: Revolutionizing Personalized Nutrition and Health Forecasting Through Integrated AI Technologies](#)

ByteDance

Jul 2021 - Nov 2022

Front-end Development Engineer

Beijing

Product Development and Engineering Architecture Department- GamePlus

- Used Lynx(an interior framework like React) to complete development tasks of UI, such as pop-ups, pages for awards, progress, achievements, without low-level and urgent bugs online
- Used game engine Cocos to develop game logic, completed the game designer's requirements with high quality within the prescribed schedule
- Wrote clear and concise Typescript code
- Learned the use of Front-end framework(React), knowledge of WebGL,3d math, and game rendering

ByteDance

Sep 2020 - Mar 2021

Front-end Development Intern

Beijing

Product Development and Engineering Architecture Department- CreativeGame

- Developed 2d or 3d H5 minigames and advergames, with game engines such as Cocos2d, LayaAir, and Unity, and learned relevant game design patterns and frameworks.

EDUCATION

Waseda University

Sep 2023 - Sep 2025

Department of Computer Science and Communications Engineering

Tokyo

Graduate School of Fundamental Science and Engineering

- Research on computer vision:
 - Past: Efficient Pose Estimation Using Knowledge Distillation
 - Current: Pose-guided human image generation
- Publication
 - [Distilled RSN: Lightweight Pose Estimation Using Knowledge Distillation\(GCCE2024\)](#)

Beijing University of Posts and Telecommunications

Aug 2017 - Jun 2021

Electronic Information Science and Technology Bachelor

Beijing

School of Electronic Engineering

- GPA:3.39/ 4.0 (Ranking within Top 30%)
- Honors/Awards:
 - School-level third-class scholarship (2017-2020)(top 30%)
 - China College Students' 'Internet+' Innovation and Entrepreneurship Competition Beijing Third Prize

MISCELLANEOUS

- **Skills:** English(TOEIC:890 TOEFL:96),Web Development(familiar) JS/TS(familiar) Pytorch(familiar) Python(familiar)
- **Interests:** Cooking、Video Games、BasketBall、VR