

Yi Jiu

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PROFESSIONAL EXPERIENCE

- SonyAI** Feb 2024 - Present
Software Engineer Intern Hakken Tokyo
Developing RAG system for gastronomy
- Integrate LLM(mistral 7b) into the system to achieve the content summarization
 - Integrate NER(named entity recognition model) to recognize the interested context
 - using vector database Chroma to store the embedding of millions of sentences of biomedical paper
 - Next.js for frontend, FastAPI for the backend service, AWS instance for model and system deploying, and D3.js for data visualization
- ByteDance** Jul 2021 - Nov 2022
Front-end Development Engineer Beijing
Product Development and Engineering Architecture Department-GamePlus
- Used Lynx(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 games engine Cocos to develop game logic, completed game designer's requirements with high quality within the prescribed schedule
 - Wrote clear and concise Typescript code
 - Learned the using 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, contacted 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 of CNN
 - Current: Human Dance Generation Using Diffusion Model
 - 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