

Gu Dao

SOFTWARE ENGINEER · SOFTWARE DEVELOPMENT MANAGER

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Summary

Highly motivated master's student in the Graduate Program of Artificial Intelligence with a strong passion for software engineering. Proficient in programming languages such as Python and C++, with a strong foundation in data structures and algorithms. Experienced in cross-disciplinary collaboration, I have successfully worked with professionals from diverse fields and international backgrounds, fostering an environment of innovation and creative problem-solving.

Education

National Cheng Kung University (NCKU)

Tainan, Taiwan

M.S. IN GRADUATE PROGRAM OF ARTIFICIAL INTELLIGENCE

Sep. 2022 - Present

- GPA: 4.016/4.3.
- Courses: Introduction to artificial intelligence, Distribution system

National Kaohsiung University of Science and Technology (NKUST)

Kaohsiung, Taiwan

B.S. IN COMPUTER AND COMMUNICATION ENGINEERING

Sep. 2018 - Jun. 2022

- GPA: 3.82/4.3. (86.144%)
- Certificate of Excellence: 2019-Spring, 2020-Fall, 2021-Fall
- Thesis: Using a CNN model to detect ships in satellite images, with the expectation of pinpointing the positions and trajectories of each ship. This is aimed at enhancing maritime safety in the respective area.
- Courses: Data Structure, Algorithm, Operating system, computer organization, computer vision

Research

Multi-Camera-Based Gait Analysis

- Utilizing multiple cameras for capturing human gait instead of sensors to reduce costs.

Projects

Open-Source Projects

- **Pet-App**: A social app for pet owners, expanding the circle of friendship among pet owners.
- **Me2Cs**: Based on Google Mediapipe's motion capture, the captured motions are processed through our pre-trained model to reduce motion jitter or restore obscured movements. Afterward, they are uniformly outputted in a custom skeleton format.
- **Lab-Skeleton2Unity**: Transferring Mediapipe or human body motions to Unity and displaying them on the selected character

Work Experience

2023 FunAI Winter Camp

Tainan, Taiwan

TEACHING ASSISTANT

Feb. 2023

- Assistant constructing the execution environment for camp.
- Preparing simple instructional materials.
- Assisting students in problem-solving.

Skills

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| Programming | Python, C/C++, C#(Unity3D), dart |
| Frameworks/Tools | Unity3D, Flutter, Git |
| Interests | Web technology, web browser, system software, parallel programming, Full-stack, embedding system |
| Languages | Mandarin Chinese (Native), English (Intermediate), Japanese (JLPT N3) |