

Yu-Chen Lung

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Education

University of California, Los Angeles

B.S. in Computer Science, Expected June 2025

- Relevant Coursework: Data Structures and Algorithms, Intro to Computer Organization, Software Construction, Algorithms and Complexity, Discrete Structures, Introduction to Electrical Engineering
- UCLA ACM AI, UCLA IEEE Micromouse and Open Project Source, Club Badminton Officer

Skills

Coding and Scripting Languages

C/C++, Python, HTML/CSS, JavaScript, Java, R

Frameworks/Platforms/Tools

Windows, Linux/Unix Shell, Git, React/Node.js, Anaconda, TensorFlow and Keras (Python), PyTorch, Scikit Learn, NumPy, Matplotlib, OpenCV, Figma, Selenium, SQLite, Arduino, STM32 IDE, Eagle Schematics/PCB

Experience

Computer Vision Research | University of Albany Research Program

July 2018 – June 2020

Developed a computer vision automated cashier program built using Python with Keras/TensorFlow libraries. Researched and prototyped a novel object detection system combining *Mask-RCNN* object segmentation and MobileNet classification model that reduces reliance on large, pre-existing training datasets.

Genius Olympiad Finalist, 1st Place Westlake Science Fair, 1st Place JSHS Regionals, USAID Science Champion Award

Student IT and Tech | Greenburgh Public Library

July 2019

Acted as an information source and technology helper for library patrons. Worked with patrons on computer, printer, and checkout machine problems and inquiries, developing customer-handling skills.

Projects

UCLA Room Finder | Full-Stack Developer

June 2022 – Present

Developed a React Native app to web scrape, process, and display room availability information at UCLA using Python Selenium, SQLite, and React Native for Android/iOS.

ChipIn | Designer and Lead Front-End Developer

April 2022 – June 2022

Developed a full stack React web app to connect organizations looking for volunteers with those looking for opportunities. Utilizes Google Firebase to store user data and handle log in and implements Google Maps API for a map to display events. Allows creation of events and groups, sign-ups, volunteer info tracking, and event proximity sorting.

United Nations COVID-19 Detect and Protect Challenge | Hackster.io Impact Prize Award

June 2020

Competed in an international low-cost technology competition to combat COVID-19. Designed and created a device that uses everyday materials to produce sanitizer from salt and water. Developed an Android mobile app to calculate ingredient proportions for different strengths/applications.