

Pittsburgh, PA
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Danny Kuo
Software Engineer Intern

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Education

Carnegie Mellon University, Entertainment Technology Center (ETC) Sep. 2019 - May 2021
Pittsburgh, PA
Master of Entertainment Technology

National Taiwan University Sep. 2016 - Jan. 2019
Taipei, Taiwan
Master of Business Administration, Finance Major, Total GPA: 3.83/4.3

National Cheng-Chi University Sep. 2011 - Jan. 2016
Taipei, Taiwan
Bachelor of Science, Risk Management and Insurance Major, Last 60 Credits GPA 4.0/4.0

Relevant Courses: Java for Application Programmers, Algorithms, Data Structures and Algorithms, Computer Networks, Computer Programming, Discrete Mathematics, Statistics

Skills

- **Game:** C#, C++, Unity, Cocos, ARCore, Valve Index; **Frontend:** HTML5, CSS, JavaScript;
- **Deep Learning:** Python, Keras, PyTorch, Tensorflow, Microsoft Azure; **Network/backend:** Java, Socket Programming, TCP
- **Version Control and System:** Perforce, Git, Github, Linux
- **Languages:** English (fluent), Mandarin (native), Taiwanese (native), Russian (basic)

Applications / Projects

Neo Security Lab Jan. 2020 - Present
Pittsburgh, PA
Programmer, ETC and Software Engineering Institute at CMU

- Created a web-based engaging and stimulating game by Cocos and JavaScript that will test adult's degree of trust for AI system
- Collected tester's data based on their choices in various game scenarios for AI research in the future

Building Virtual Worlds Sep. 2019 - Jan. 2020
Pittsburgh, PA
Programmer/Sound Designer, ETC

- Built interactive virtual worlds with four other students from various art, sound, and programming disciplines on rotating teams, creating five mini-games or experiences over the course of the semester
- Used Unity, HTC Vive, Magic Leap, Kinect, and Valve Index VR headsets as game platforms to implement 3D game projects
- Communicated with teammates to ensure quality and great player experience through playtesting and iterative redesign

Mahjong Mentor June 2018 - Dec. 2018
Taipei, Taiwan
Programmer/Designer, Institute for Information Industry

- Collaborated with a team of 4 to develop an app on AR glasses, guiding players to identify cards and make intelligent decisions
- Created machine learning models in Python utilizing Azure Custom Vision service; analyzed multiple strategies to train images, including object detection and multiclass image classification
- Presented our project through a video and a pitch on the final competition, winning four top awards over 350 competitors

Experience

Research Assistant Jan. 2020 - Present
Pittsburgh, PA
Artificial Intelligence in Products Engineered for X (AiPEX) Lab, CMU

- Developed a virtual simulation world by Unity to experiment whether layout differences in the supermarket affect profits
- Cooperated with 8 teammates to set up and simulate an autonomous vehicle environment

Research Assistant Jan. 2019 - June 2019
Taipei, Taiwan
Multimedia Technologies Laboratory, Academia Sinica

- Compressed ResNet50 model to one-fourth of the size; made deep learning model faster on embedded devices
- Improved image classification test accuracy rate by knowledge distillation using Keras for more than 1%