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**Danny Kuo**  
Software Engineer Intern

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## Education

### **Carnegie Mellon University | Entertainment Technology Center (ETC) | Pittsburgh, PA | May 2021**

Master of Entertainment Technology

### **National Taiwan University | Taipei, Taiwan | 2019**

Master of Business Administration, Finance Major, Total GPA: 3.83/4.3

### **National Cheng-Chi University | Taipei, Taiwan | 2016**

Bachelor of Science, Risk Management and Insurance Major, Last 60 Credits GPA 4.0/4.0

**Relevant Courses:** Algorithms, Data Structures and Algorithms, Computer Networks, Computer Programming, Discrete Mathematics, Statistics, Stochastic Process, Quantitative Analysis

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## Skills

- Programming: Python, C#, C++, Java, Matlab, VBA in Excel
- Network/backend: Socket Programming, TCP
- Platforms and Frameworks: Keras, Pytorch, Tensorflow, Unity, Linux, Ubuntu, Microsoft Azure, Valve Index
- Version Control: Perforce, Git, Github
- Languages: English (fluent), Mandarin (native), Taiwanese (native), Russian (basic)

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## Applications / Projects

### **Building Virtual Worlds @CMU ETC | Programmer/Sound Designer | Pittsburgh, PA | Fall 2019**

- 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 platform to implement 3D game projects
- Communicated and collaborated with teammates to ensure quality and player experience goal achievement through playtesting and iterative redesign

### **Deep Learning Specialization @Coursera | Taipei, Taiwan | Spring 2019**

- Dealt with bounding boxes and executed YOLO object detection model on a car detection dataset
- Put together building blocks to implement and train ResNets on SIGNS Dataset using Keras with 87% test accuracy
- Applied ConvNet using Tensorflow to recognize numbers from 0 to 5 in sign language with 78% test accuracy

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## Experience

### **Institute of Information Science @Academia Sinica | Research Assistant | Taipei, Taiwan | Spring 2019**

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

### **Smart System Institute @Institute for Information Industry | Project Intern | Taipei, Taiwan | Fall 2018**

- Collaborated with a team of 4 to develop an app on AR glasses, guiding Mahjong 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 posters, videos, and a pitch on the final competition, winning four top awards over 350 competitors