YUDI TAO

FRONTEND DEVELOPER

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🌐 https://www.mino.moe

⊙ https://github.com/Dooomino

EDUCATION

- **BSc(Honours), Computer Science Specialized In Digital Media**
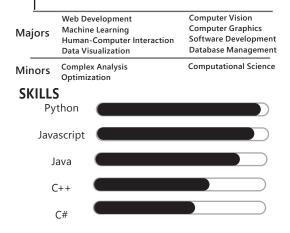
  Ontario Tech University, Oshawa ON, CA

  September 2015 - May 2020

  Finished all 4 years of Computer science program. Had an average GPA of 3.15(out of 4.3 Scale) in the last two years of undergraduate.

- **Mathematics Minor**

  Ontario Tech University, Oshawa ON, CA
  September 2020 - June 2021

  Completed Mathematics Minor in the fifth year of undergraduate.

Majors		
Web Development	Computer Vision	
Machine Learning	Computer Graphics	
Human-Computer Interaction	Software Development	
Data Visualization	Database Management	

Minors		
Complex Analysis	Computational Science	
Optimization		

SKILLS

Python

Javascript

Java

C++

C#

- Operating System

  CentOS / Ubuntu / Windows

- Computer Graphics & Vision

  OpenGL, Unity, OpenCV

- Frontend/Backend Development

  HTML/CSS, React, Vue, Angular

  Node.js, Express

  MySQL, MongoDB

- Machine Learning

  Tensorflow, Sklearn

  RNN,GANS,

  Numpy, Matplotlib, Pandas

- DevOps Tools

  Git, Docker

- Image / 3D Creation Tools

  Adobe Creative Suit

  Blender, Unity, Unreal 4

REFERENCE

Avaliable Upon Requesting

ON-CAMPUS EXPERIENCE

▲ **Course Tutor**

Fall 2019 - Summer 2021

- Helped first and second-year undergraduate students in C++ and Python courses
- Organized several reviews and FAQ sessions during exam periods.
- Answered most of the questions from students after exams.

OFF-CAMPUS EXPERIENCE

▲ **Fall 2021 - Summer 2022**

- Researched and practiced the Transformer model on my own, used Python with Tensorflow to build the music score transcription Machine learning model, collected relevant data and put it into the model for training.

▲ **Summer 2022 - Spring 2023**

- During this period, I use Python with Tensorflow to build a normal mapping Generation machine learning model, collect relevant data and put it into the model for training.

PROJECTS

▲ **Normal map generation**

January 2020 - Current

⊙ *https://github.com/Dooomino/Normal-Map-GANs*

- A deep learning model using Cycle-GANs to generate a normal map from the texture.

▲ **Stereoscopic visions**

January 2020 - April 2020

⊙ *https://github.com/Dooomino/Stereoscopic-Demo*

- Researched the two algorithms of Stereoscopic visions: Block Matching
- and Semi-global block matching.
- Created a demonstration for both algorithm.

▲ **Flocking Boids Simulation**

January 2020 - April 2020

⊙ *https://github.com/Dooomino/Flocking_Boids*

- A program to illustrate and animate the Boids behaviour in OpenGL.

▲ **Canadian agriculture visulizaion**

January 2020 - April 2020

⊙ *https://github.com/Dooomino/Agriculture-visulizaion*

- Built a website for analyzing the correlations between agriculture data
- rom various crops and meteorological data around Canada.

▲ **Music Sheet Transcription**

January 2020 - Current

⊙ *https://github.com/Dooomino/Music-Sheet-Transcription*

- This Project aim to take a music of mp3 file type into machine learning
- model, with return of the notes of the music.
- rom various crops and meteorological data around Canada.