Yi Liu

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Research Interests

Deep Generative Model, Audio and Speech, Parallel Computing, Data Mining.

Education

Sept. 2024 to May 2026 University of California San Diego, MS in Electrical and Computer Engineering

Machine Learning and Data Science track

Sept. 2020 to June 2024 Nanjing University, BS in Acoustics, Physics Department

o GPA: 4.42/5.0

 Coursework covers from Computer Science, Artificial Intelligence to Audio Signal Processing.

Experience

Feb. 2024 to Aug. 2024 Papergames, Artificial Intelligence Engineer, Intern, Shanghai, China

- Designed and implemented machine learning algorithms to predict emotional words and speech from audio and align them to the audio.
- o Implement generative models for speech enhancement.
- Migrate algorithms to the mobile platform(Android and IOS) and reduce memory consumption.

Projects

Aug. 2024 to Aug. 2024 Automatic Chord Recognition and Sheet Generation Website Tool

- O Developed a pipeline for automatic chord recognition and sheet generation.
- O Deployed the solution on Azure, including a visualization player website.
- Tool Link https://yi-liu.top/tools/ 🗹

June 2022 to Dec. 2023 Audio Packet Loss Concealment

- Improved generative adversarial networks and attention-based networks into causal models to meet the latency and time complexity requirements.
- Participated in the 2024 ICASSP Audio Deep Packet Loss Concealment Challenge, attaining an 8th place.

June 2023 to July 2023 Whisper to Normal Speech Style Conversion

- Testsed open-source variational autoencoder with pre-trained vocoder(WaveGAN) to convert whisper audio to speech audio.
- Trained custom VITS model for style conversion from whisper to normal speech.

Aug. 2022 to Jan. 2023 Riscv32 full-system emulator

- Implemented riscv32 full-system emulator based on NJU-ProjectN, Including hardware emulation, OS emulation, software compatibility and debugging analysis.
- Demo Link https://yi-liu.top/demos/emulator/ 🗹

June 2021 to May 2022 Transformer Abnormal Discharge Mode Detection with Sensor Array

 Implemented sound source localization algorithms based on Beamforming for sensor array with CUDA. Test it on real data from acoustic camera.

June 2022 Deployed YOLOv3 on Horizon X3 Development Board

o Including software and hardware environment preparation, data collection, retrain YOLOv3, quantization and compression, deploy.

Technologies

Languages Skilled in Python, C, C++, capable in Unix shell scripts, CUDA, Java, Matlab, Mathematica, MySQL.

Frameworks Skilled in Pytorch, Tensorflow, XGBoost, scikit-learn, some experience with MPI parallel processing library, ISPC library, Eigen.

Tools Git, Makefile, CMake, Docker, Latex, Parrot, FFmpeg, Azure.

Algorithms machine learning, data mining, deep learning, speech and audio related algorithms, numerical method, static program analysis, computer graphics, data structure and algorithms.

Platforms Unix/Linux, Windows

Awards

June 2022 China Undergraduate Physics Tournament East National Division Top Award, China

o Group tournament, participated as teamleader, top 3 among participants

May 2022 Interdisciplinary Contest in Modeling Meritorious Winner Award

Group tournament, top 8% among participants

Dec. 2021 The People's Scholarship, Nanjing University

Sept. 2021 25th Forum of Sciences and Arts of Nanjing University Second Grade Award

June 2021 China Undergraduate Physics Tournament National Division First Award, China

o Group tournament, participated as teamleader, top 10 among participants