Yi-Shan Lee

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Work Experience

Realtek Semiconductor Corp.   *Hsinchu, Taiwan*
Digital IC Verification Engineer   *Aug 2023 - Now*
- Cooperate with one colleague to build the verification environment, patterns, and coverage for buffer control block level simulation. Help other feature verification owners solve the buffer control environment issue in chip-level simulation.
- Modify the SerDes VIP for broader, more universal use.
- Verify the ECC and WDT component in chip level simulation.

Education

National Tsing Hua University (NTHU)   *Hsinchu, Taiwan*
MS of Electrical Engineering   *Sep 2021- Jun 2023*
- Overall GPA: 3.83/4.30
- Advised by Prof. Min Sun. (`https://aliensunmin.github.io/`)
- **Master Thesis: Video and Music Matching via Cross-Modality Lifting**
  Video and background music are matched by a content-based system that uses metric learning to find a shared embedding space.
- **Courses:** Computer Vision, Network Security, Machine Learning, Pattern Recognition, Financial Technology, Numerical Optimization

National Yang Ming Chiao Tung University (NYCU)   *Hsinchu, Taiwan*
BS of Electrical and Computer Engineering   *Sep 2017- Jun 2021*
- Overall GPA: 3.33/4.30
- Academic Achievement Award(Awarded to the top 5% students in the previous semester.): Mar 2018
- **Courses:** Object-oriented Programming, Data Structure, Discrete Mathematics, Deep Learning

Projects

An Interesting Fighting Game using computer vision technique   *Hsinchu, Taiwan*
National Tsing Hua University (NTHU)   *Sep 2022 - Jan 2023*
- computer vision course
- A two-player game that detect real-time action using the front-facing camera. The players' faces gradually become uglier when attacked.
- `https://github.com/mandy1223ks/CV-Final-Project`

Learning-Based Indoor Localization by Using Wi-Fi CSI   *Hsinchu, Taiwan*
National Yang Ming Chiao Tung University (NYCU)   *Feb 2020 - Jun 2021*
- Advisor: Prof. Kai-Ten Feng
- Utilize Wi-Fi CSI and machine learning to detect the presence of people in a room and determine their location. Furthermore, utilize the technique of noise removal and phase calibration to preprocess the Wi-Fi CSI to improve the performance of indoor localization.
- `https://github.com/mandy1223ks/Learning-Based-Indoor-Localization-by-Using-Wi-Fi-CSI`
- `https://github.com/mandy1223ks/Pre-processing-for-AngLoc-Indoor-Location-Fingerprinting-using-Wi-Fi-CSI`

A Game for Snake Touching Cube   *Hsinchu, Taiwan*
National Yang Ming Chiao Tung University (NYCU)   *Feb 2019 - Jun 2019*
- object-oriented programming course
- The player controls the direction in which the snake moves. When the snake encounters a block, its body length decreases. If the body length reaches zero, the game fails.
- `https://github.com/mandy1223ks/A-Game-for-Snake-Touching-Cube`

Skills

Programming Python (Pandas, PyTorch, NumPy etc.), C++, HTML/CSS, Verilog/SystemVerilog/uvm, scripting.
Miscellaneous Linux, LaTeX(Overleaf), Microsoft Office, Git, SVN.

Publications

Yi-Shan Lee, Wei-Cheng Tseng, Fu-En Wang, Min Sun
"VMCML: Video and Music Matching via Cross-Modality Lifting", CVPRW 2024
`https://openaccess.thecvf.com/content/CVPR2024W/MULA/html/Lee_VMCML_Video_and_Music_Matching_via_Cross-Modality_Lifting_CVPRW_2024_paper.html`