Shawn Yu

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Objective

An internship to obtain practical industrial experiences

Education

09/05 – Present	University of Texas at Austin Master of Computer Science (Expected June 2007)
09/01 – 06/05	National Chung Cheng University, Taiwan Bachelor of Computer Science and Information Engineering (Major GPA: 3.55, Overall GPA: 3.48)
09/98 – 06/01	National Hsin-Chu Senior High School, Taiwan

Published Conference Paper

Luke Hsieh, Alan Liu, Shawn (Shao-En) Yu, Harry C.H. Hsu. "A Method in Social Reasoning Mechanism for Intelligent Agents Using Fuzzy Inference," *published at the largest biennial international computer symposium (ICS 2004, Taipei) held in Taiwan*

Course Projects

- **Autonomous Multi-Agent Teamwork: Ball Passing in Robot Soccer Domain –** My partner and I extended the previous C++ code to adapt to the asynchronous network environment, overcome with fragmentary perception about the world, and prepare for the passing challenge of RoboCup 2006 in Germany. (http://www.cs.utexas.edu/~shawnyu/3robotpassing.MOV)
- **OPEN-R & PID-control based Sony AIBO Robot** – Programmed to perform locomotion, including ball-kicking, walking, visualizing, localization, and other soccer behaviors.
- **Social Reasoning Mechanism Simulator** – Implemented based on a previous version to observe AI social interactions in a virtual world. Converted original TCP/IP package messages into Jade-ACL messages. These new messages are directed to Java simulator by Jadex and integrated into a user friendlier GUI.
- **Virtual Layered File System** – In a team of 3, implemented this system, which includes a virtual hard disk, a logic file system, a simplified operating system, and a user interface. System functions include using memory as storage space, simulating hard drive booting process & I/O, and managing storing order, free-space utilization, and disk rearrangement by using C.
- **Multi-Player Online Poker Game** – In a team of 4, implemented this project, which provides a GUI to players and allows interaction with others by using socket to exchange information.
- **Class Algebra Ontology Transformation Tool** – Senior project. The tool traverses the XML-based ontology descriptions and rebuilds a SQL-based ontology description. The purpose of this project was to allow different knowledge domains to handle different formats of interest. This tool was implemented through Java, JDBC, and XML.
- **Language Grammar Parser** – This program takes an English sentence and builds a model that can indicate ambiguous meanings within the statement. This is done by placing each word to an appropriate position in a parse tree. This program was implemented through Java in a Natural Language Processing course.

Proficiencies

Language

Java, C/C++, Lisp, OPEN-R, XML, SQL, ASP/PHP/HTML, Jadex/JDBC

Operating Systems

Unix/Linux, Windows XP/2K/ME/98/95, DOS

Major Courses

Artificial Intelligence
Autonomous Robots
Algorithm & Data Structure
Computer Organization
Distributed Computing
Hands on Computer Networks & Internet Security (includes lab)
Intelligent Agent Systems
Knowledge Representation & Reasoning
Operating System Design & Implementation (includes lab)
Program Design (includes lab)
Technical Writing & Communication in English

Academic Awards / Work Experience / Extra-curricular activities

12/05 – Present	Member of AustinVilla Robot Soccer Team
03/05 – 07/05	Work in Office of Student Affairs at school
	Designer of the International Student Information Website
12/04 – 12/04	Taiwan Bank Academic Scholarship
06/04 – 12/04	Co-authored my first conference paper, accepted at ICS 2004
10/04 – 11/04	Captain of the overseas students basketball team of CCU (won the Southern Taiwan Overseas Students Championship)
	Designer of the signup system of Southern Taiwan Overseas Athletics
09/03 – 06/04	Chairman of the Christian Fellowship at CCU

Employability Status

US Citizen