

Summary

- PhD Student at Computational Neuroscience Group, KU Leuven: EEG-Based Brain-Computer Interface
- Advanced Master student at KU Leuven, Artificial Intelligence: Big Data Analytics Programming
- Machine Learning, Deep Learning, Digital Signal Processing
- Skilled in Python, Java, C, C++, Matlab, Microcontrollers Control

Education

KU Leuven <i>Doctoral Training in Biomedical Sciences (Medicine)</i> ■ Research Topic: Brain Computer Interface	2021.11 - Now Leuven, Belgium
KU Leuven <i>Advanced Master of Artificial Intelligence</i> ■ Big Data Analytics (Cum laude with 75.33%)	2020.09 - 2021.08 Leuven, Belgium
KU Leuven <i>Master of Electronics and ICT Engineering Technology</i> ■ Cum laude with 73.85%	2019.09 - 2020.06 Leuven, Belgium
KU Leuven <i>Bachelor of Electronics Engineering</i> ■ Cum laude with 72.58%	2017.09 - 2019.06 Leuven, Belgium
Chongqing University <i>Bachelor of Electrical Engineering and Automation</i> ■ GPA 3.3/4	2015.09 - 2017.06 Chongqing, China

R&D Experience

Development of a Large EEG Foundation Model <i>Pre-trained a large spatiotemporal transformer for BCI purposes using masked autoencoder</i>	2024 Leuven, Belgium
Development of an Auditory Decoding Model <i>Trained a WaveNet-based auditory regression model that ranked the second place in the ICASSP 2023 Grand Challenge</i>	2023 Leuven, Belgium
Development of an Online BCI-Controlled Navigation System <i>Accomplished a real-time Google Street View navigation system controlled by a motor imagery BCI</i>	2022 Leuven, Belgium
R&D Experience with Signal Processing Algorithms & Implementations <i>Accomplished a real-time speech enhancement (noise reduction) algorithm by using adaptive filters for an IoT-based communication system</i>	2019.09 - 2020.03 Leuven, Belgium

Skills

- **Languages:** Proficient in English and Chinese, intermediate proficiency in French
- **Technical Skills:**
 - Programming:** Proficient in high-level and low-level languages, including Matlab, Octave, Java, C, C++, C#, and Assembler
 - Development Tools:** Hands-on experience with Android Studio, Eagle (circuit design), Vivado (FPGA), Arduino, DSP Board (C5515 eZdsp), and Unity (game development, VR applications - Meta Quest Pro)
 - Machine Learning & Distributed Systems:** Practical experience in machine learning and deep learning using PyTorch, with expertise in distributed training (DDP)
 - EEG Experimentation:** Extensive lab experience in designing and conducting EEG experiments, including data collection and signal processing
- **Soft Skills:** Effective communication and teamwork with international experience