

# YANBO CHENG

yanbocheng01234@gmail.com | 647-831-3135 | [LinkedIn](#) | [GitHub](#)

## RESEARCH INTERESTS

Machine Learning, Deep Learning, Computer Vision, Pattern Recognition, Reinforcement Learning, Dynamical Systems, Optimization, Image Processing.

## EDUCATION

**University of Toronto** Aug 2021 – June 2025  
*Computer Science Specialist + Mathematics Major, Honours* GPA: 3.5

- **Relevant Coursework:** Machine Learning, Deep Learning, Neural Networks, Reinforcement Learning, Linear Algebra, Probability, Statistics, Algorithms, Data Structures, Operating Systems, Database Systems, Optimization, Numerical Methods.

## RESEARCH EXPERIENCE

**Robust 3D Perception via Point Cloud Painting** 2025 – Present  
(*UncertaintyPainting & DifficultyPainting*)

- Developed a family of multi-modal sensor fusion frameworks that "paint" camera-derived semantics onto LiDAR point clouds to improve 3D detection.
- **UncertaintyPainting:** Integrated **Evidential Deep Learning** to quantify aleatoric uncertainty, filtering 200k+ false positives and enabling safety-critical background suppression.
- **DifficultyPainting (Novel):** Advanced the architecture by projecting **learned detection difficulty** scores onto LiDAR points, effectively creating a 3D attention mechanism for hard-to-detect objects.
- Surpassed the previous best (UncertaintyPainting) performance, achieving new state-of-the-art results on the KITTI benchmark **80.03% AP**.
- [GitHub \(Difficulty\)](#) | [GitHub \(Uncertainty\)](#)

**Data-Driven Discovery of Governing Equations via Reservoir Computing + SINDy** 2024 – Present  
*Independent Research Project (Scientific Machine Learning)*

- Designed a hybrid framework combining **Reservoir Computing (RC)** with **SINDy** to uncover governing ODEs and PDEs from time-series and trajectory data.
- Reconstructed nonlinear dynamical systems (Lorenz, Van der Pol, Duffing) under noise, limited samples, and perturbed initial conditions.
- Developed augmentation techniques (trajectory perturbations, noise injection, resampling) to improve SINDy robustness.
- Analyzed stability of recovered coefficients, sparsity structure, reconstruction error, and feature-space conditioning.
- Produced a research-style technical report discussing theory, methodology, and empirical findings.
- [GitHub Repository](#)

**Recurrent Evolutionary Neural Network for MNIST** 2025 – Present  
*Ongoing Research Project*

- Developing a biologically-inspired recurrent neural architecture that evolves its structure and weights to perform **image classification** on the 8x8 MNIST dataset.
- Designing a constrained connectivity scheme—Input → Recurrent ↔ Recurrent → Output—prohibiting self-loops, output-to-output, and bypass connections to study structured recurrent dynamics.
- Implementing a population-based evolutionary training process using elite selection, tournament selection, crossover, and both structural and weight mutations.
- Modeling recurrent activation dynamics that iterate until convergence, with fallback averaging for unstable trajectories.
- Evaluating networks on classification accuracy, convergence behavior, evolutionary stability, and structural complexity across generations.

## INDUSTRY EXPERIENCE

---

<b>CUSP</b> <i>Full Stack Developer</i>	Sep 2024 – Present
<ul style="list-style-type: none"><li>Delivered B2B platform features enabling scalable vendor-client matching and workflow automation.</li><li>Led development of user onboarding pipelines, multi-role dashboards, and backend services.</li><li>Optimized AWS-hosted services to reduce manual processing time across multiple stakeholder groups.</li></ul>	
<b>BalanceAI</b> <i>Full Stack Developer</i>	May 2024 – Sep 2024
<ul style="list-style-type: none"><li>Partnered with cross-functional teams to deliver cloud-native SaaS for education clients.</li><li>Enhanced customer retention through AI-based grading and feedback loops (cut response time by 90%).</li><li>Ensured compliance and trust by implementing secure APIs with JWT and GDPR protocols.</li></ul>	
<b>RBC</b> <i>Software Engineer Intern</i>	May 2023 – Sep 2023
<ul style="list-style-type: none"><li>Built client reporting dashboard (Power BI + React) for 500+ users, boosting visibility and executive insights.</li><li>Developed resilient Python pipelines processing 10M+ financial records per day with 99.9% uptime.</li><li>Collaborated across departments to streamline data-driven decision-making workflows.</li></ul>	

## PROJECTS

---

<b>Froupie – Social Restaurant Finder</b>   <i>Node.js, Express, MySQL, React, TypeScript</i>	
<ul style="list-style-type: none"><li>Full-stack web app recommending optimal meetup restaurants via Google Maps API.</li><li>Built REST API backend (Node.js, Express, MySQL) and React + TypeScript frontend.</li><li>Integrated AWS-hosted SQL for persistence, reducing redundant API calls by 40%.</li><li><a href="#">GitHub</a></li></ul>	
<b>Yanbot – Discord Automation Bot</b>   <i>Python, Discord API, Heroku</i>	
<ul style="list-style-type: none"><li>Developed multipurpose Discord bot in Python, deployed on Heroku across 10+ servers.</li><li>Implemented music playback, role management, and chat moderation features.</li><li>Added unit testing and uptime monitoring to ensure high reliability.</li><li><a href="#">GitHub</a></li></ul>	
<b>Hypertrophy App – Mobile Workout Tracker</b>   <i>React Native, Expo</i>	
<ul style="list-style-type: none"><li>Built a mobile-first hypertrophy tracking app using React Native Expo with support for 2–6 day splits, auto progression, and editable plans.</li><li>Implemented scrollable stats dashboard and last-cycle comparison to visualize workout trends over time.</li><li>Developed searchable exercise library and calendar-based logging for persistent and flexible scheduling.</li><li><a href="#">GitHub</a></li></ul>	
<b>ChaosNet – Chaos-Based Reinforcement Learning</b>   <i>Python, PyTorch, RL</i>	
<ul style="list-style-type: none"><li>Extended ChaosNet neural architecture to reinforcement learning, introducing chaotic neurons to drive sample-efficient exploration and policy learning.</li><li>Achieved competitive performance on CartPole, Blackjack, and LunarLander using as few as 10 training episodes.</li><li>Designed TT-SS feature extraction and prediction algorithms leveraging chaotic dynamics to outperform Q-learning in early-stage learning.</li><li><a href="#">GitHub</a></li></ul>	
<b>Feynman Chatbot – AI-Powered Learning Assistant</b>   <i>Streamlit, LLaMA, Python</i>	
<ul style="list-style-type: none"><li>Built an interactive education chatbot using Streamlit and LLaMA that simplifies complex topics using the Feynman Technique.</li><li>Enabled guided QA sessions with LLM-powered feedback and explanation scaffolding to support effective concept learning.</li><li>Implemented folder-based saving and export of conversation threads to support long-term study and review.</li><li><a href="#">GitHub</a></li></ul>	

## SKILLS

---

**Languages:** Python, Java, JavaScript/TypeScript, SQL, C++, C#, Go, R

**ML & Data:** PyTorch, TensorFlow, Pandas, NumPy, Scikit-learn, PySpark, Neural Networks, RL, Scientific ML, Image Processing, Pattern Recognition

**Cloud/DevOps:** AWS, Docker, Kubernetes, Terraform, CI/CD, Azure

**Other:** Algorithms, Data Structures, REST, Agile/Scrum, English/Mandarin