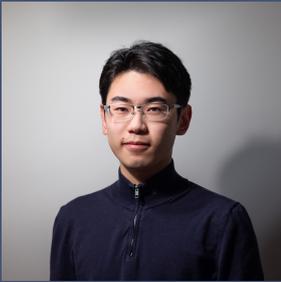


# Chenyang WANG



## PROFILE SUMMARY

### Machine Learning & Data Engineering

Experience with scalable data pipelines and applied machine learning models

## CONTACT DETAILS

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## ABOUT ME

- Graduate student in Image Analysis and Machine Learning with experience in data engineering and applied machine learning.
- Skilled in building data pipelines, data preprocessing, and training machine learning models on real-world datasets.
- Interested in data-driven problem solving and practical analytics.

## SKILLS

- **Programming Languages:** Python, C, MySQL
- **Tools and Frameworks:** Git, Gerrit, Blender, Photoshop, PySpark, Panda, Linux
- **Software:** Adobe Premiere, AfterEffects, WSL

## HOBBIES

- Badminton, hiking, cycling
- Photographing, video editing

## EDUCATION

Master of Science, Image Analysis and Machine Learning

◇ Uppsala University

2024–Now

Bachelor of Computer Science

◇ Beijing Jiaotong University

2020–2024

## EXPERIENCE

### Master Thesis: Multimodal Diagram Understanding

Ericsson

2026.01 – so far

◇ Developing an image-to-graph extraction pipeline for structured diagrams (e.g., UML sequence diagrams and flowcharts), converting visual inputs into machine-readable graph representations using vision–language models.

### Data Engineering & Machine Learning Intern

Ericsson

2025.06 - 2025.12

◇ Developed scalable pipelines for large-scale datasets, performing advanced preprocessing, correlation analysis, and visualization to extract meaningful patterns and prepare high-quality inputs for deep learning.

◇ Designed and implemented a custom attention-based deep learning model, improving predictive performance and supporting advanced analysis.

### 3D Pipeline & Motion Interaction Intern

2023.12 – 2024.03

◇ Designed and automated 3D content pipelines using Blender and Python, enabling efficient generation of parametric product assets and improving end-to-end production scalability.

◇ Developed multimedia content with a focus on motion design and interactive visual behavior, integrating animation logic, transitions, and visual storytelling to support digital marketing and product presentation use cases.

## PROJECTS

### Emotion-Aware Interactive Interview System

Uppsala University

2025.11 - 2026.01

◇ Designed an emotion-aware interview training system that combines ML-based facial emotion recognition with rule-based interaction logic to adapt system responses to user affect, focusing on robust system integration rather than maximizing recognition accuracy.

### Computer Vision & Machine Learning Research Project

Uppsala University & Swedish Museum of Natural History

2025.09 - 2025.12

◇ Developed an end-to-end automated pipeline for detecting and counting small biological objects in high-resolution specimen images.