

JUN JET TAI

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CORE SKILLS

- **Deep Learning:** Reinforcement Learning, Computer Vision, Uncertainty Quantification, Generative Modelling.
- **Robotics:** SLAM, Sensor Fusion, Electronics and Mechanical Design, Communication Protocols.
- **Languages and Frameworks:** PyTorch, TF 2.0, WandB, Python ML Stacks (NumPy, Sklearn, Pandas, etc.), C/C++, C#, Matlab, Go, Rust, Docker, CI/CD, SQL, MATLAB, PX4, ArduPilot, ROS, Dronekit, Arduino.
- **CAD Software:** SolidWorks, EasyEDA, EagleCAD, Onshape.
- **Linux-based Operating Systems:** Ubuntu, RedHat OSes, Arch btw.

EXPERIENCE

June 2024 – Present Research Intern, Sony AI

- Working on vision-based [GT Sophy](#).
- **Technologies:** *Distributed Asynchronous Reinforcement Learning*

Oct 2023 – May 2024 Machine Learning Engineer (Contractor), Eluve

- Engineered AI Medical Assistants with LLMs (Under NDA).
- **Technologies:** RAG, HF Transformers, Pydantic, SQLAlchemy

Mar 2022 – Jan 2023 Principal Maintainer of [PettingZoo](#) and [SuperSuit](#), [Farama Foundation](#)

- Led development of top multi-agent RL libraries, 40k+ monthly downloads.
- Coordinated team of 10+ developers, contributed 60+ PRs, merged 100+.
- Worked on [Gymnasium](#) and [Robotics](#), responsible for sparse reward and domain randomized environments.
- Co-authored [Shimmy](#) – interfacing our APIs with [DMControl](#), [OpenSpiel](#), [MeltingPot](#) and more.
- **Technologies:** *Reinforcement Learning Environments, API Design, CI/CD Automation*

Mar 2020 – Aug 2020 Simulation Engineer, Swisslog Malaysia Sdn. Bhd.

- Co-developed warehouse automation simulation tools with Emulate3D.
- Trained successors before pursuing a PhD.
- **Technologies:** *Warehouse Logistics Design, Emulate 3D, C#*

Aug 2018 – Dec 2019 Research Assistant, Taylor's Unmanned Aerial Vehicles Research Group

- Led team trainings, developed obstacle avoidance and navigation algorithms for UAVs (2 papers published).
- Helped develop vision-based target tracking for UAVs using Siamese Net inspired architecture.
- Designed custom middleware for UAV, enabling 3 other projects.
- **Technologies:** *UAV Obstacle Avoidance and Navigation, Computer Vision, ROS, PX4, MATLAB*

Jan 2019 – Mar 2019 Software Engineering Intern, Fourfang Sdn. Bhd.

- Developed landing algorithm for 5 kg Venus UAV, used in a 24/7, automated infrastructure.
- **Technologies:** *UAV Power Systems, CAD, Dronekit, Ardupilot, C++, MATLAB, Simulink*

EDUCATION

2020 – Present PhD in Artificial Intelligence and Engineering – Coventry University, UK

Topic: Autonomous AI Enabled Drones for Predictive Maintenance

2016 – 2020 Bachelor of Engineering (Honours) Mechanical Engineering – Taylor's University, Malaysia

CGPA 3.92/4.00

NOTABLE PROJECTS

[PyFlyt](#) – UAV Flight Simulator for Reinforcement Learning Research

- A library for researching reinforcement learning algorithms on UAVs, > 70k downloads.

[CrazyFlyt](#) – Crazyflie 2.x Swarming Controller

- A library for swarming Crazyflie 2.x UAVs with a flexible software/hardware interface, built using PyFlyt.

[SAMTool](#) – Semantic Segmentation Dataset Creation Tool

- A tool for rapidly creating semantic segmentation datasets using the Segment Anything Model by Meta.

[RIDS](#) – UAV Remote ID Spoofer on ESP8266

- 16 fake UAV Remote IDs in the air all flying in random directions, featured in various [videos](#).

[Wingman](#) – A Horizontally Integrated Library for Managing Hundreds of AI experiments At Once

- ML experiments tracking/saving. >18,000 experiments totaling >100,000 hours of training tracked in one year.