

## 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.

### EXPERIENCE

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#### Jan 2025 – Present      ML Engineer, Eluve Inc.

- Championed construction of ML Python-based Monorepo for Generative AI Evaluations
- Improved downstream doctor experience by 30% via various engineered solutions.
- **Technologies:** RAG, LLMs, SQL, Metabase, Python, Langfuse

#### June 2024 – Dec 2024      Research Intern, Sony AI

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

#### 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*

### EDUCATION

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#### 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

### PERSONAL PROJECTS

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#### [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.