

# Bo-Hsu (Hentci) Ke

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## Education

**National Yang Ming Chiao Tung University**

Sept 2024 – Present

*M.S. in Computer Science. Advisor: [Wei-Chen Chiu](#). Co-Advisor: [Yu-Lun Liu](#).*

- **Courses:** Deep Learning, Data Visualization and Visual Analytics, Video Compression, Computer Graphics, Memory and Storage Systems

**National Chung Cheng University**

Sept 2020 – June 2024

*B.S. in Computer Science. Advisor: [Jian-Jhih Kuo](#).*

- **GPA:** 4.08/4.3

## Publications

**StealthAttack: Robust 3D Gaussian Splatting Poisoning via Density-Guided Illusions**

Bo-Hsu Ke, You-Zhe Xie, Yu-Lun Liu, Wei-Chen Chiu

*IEEE/CVF Conference on Computer Vision, (ICCV) 2025.*

**AuraFusion360: Augmented Unseen Region Alignment for Reference-based 360° Unbounded Scene Inpainting**

Chung-Ho Wu\*, Yang-Jung Chen\*, Ying-Huan Chen, Jie-Ying Lee, Bo-Hsu Ke, Chun-Wei Tuan Mu, Yi-Chuan Huang, Chin-Yang Lin, Min-Hung Chen, Yen-Yu Lin, Yu-Lun Liu

*IEEE/CVF Conference on Computer Vision and Pattern Recognition, (CVPR) 2025.*

**Feature Distraction Based Backdoor Defense for Federated Trained Intrusion Detection System**

Yu-Wen Chen\*, Bo-Hsu Ke\*, Yen-Xin Wang, Shih-Heng Lin, Ming-Han Tsai, Bo-Zhong Chen, Jian-Jhih Kuo, Ren-Hung Hwang

*IEEE Global Communications Conference, (GLOBECOM) 2024.*

**Knowledge Distillation Based Defense for Audio Trigger Backdoor in Federated Learning**

Yu-Wen Chen\*, Bo-Hsu Ke\*, Bo-Zhong Chen\*, Si-Rong Chiu, Chun-Wei Tu, Jian-Jhih Kuo

*IEEE Global Communications Conference, (GLOBECOM) 2023.*

**Successive Interference Cancellation Based Defense for Trigger Backdoor in Federated Learning**

Yu-Wen Chen\*, Bo-Hsu Ke\*, Bo-Zhong Chen\*, Si-Rong Chiu, Chun-Wei Tu, Jian-Jhih Kuo

*IEEE International Conference on Communications, (ICC) 2023.*

\*: equal contribution.

## Experiences

**Backend Developer**

June 2021 – Apr 2023

*Munative*

- Developed the backend for Munative, a Web APP designed for Model United Nations activities, using TypeScript, Node.js, GraphQL API, and MongoDB.
- Implemented Domain-Driven Design principles to ensure flexibility and handle complex use cases in the backend architecture.

**AI Researcher Intern**

July 2025 – Present

*Gamania*

## Projects

**3D-Aware Restoration via Diffusion Models and Vision Mamba**

July 2024 - Aug 2024

Evaluating the effectiveness of various methods (Restormer, fine-tuned diffusion model, and Vision Mamba) in mitigating simulated image artifacts to enhance NeRF and 3DGS performance in novel view synthesis.

**Liver Saving Bot: Automated Script for Web-Based Games**

Oct 2021 - June 2024

Liver Saving Bot is a fully automated script for *Granblue Fantasy*, developed over three years to alleviate the game's time-consuming nature, leveraging my web and script development experience.

## Awards

- **Bronze Award of The 2022 ICPC Asia Taoyuan Regional Programming Contest**
- **Bronze Award of The 2023 ICPC Asia Taoyuan Regional Programming Contest**
- **Silver Award of The 2023 ICPC Asia Taiwan Online Programming Contest**
- **President's Award in 2023 Spring Semester (Top 1% in the class)**
- **College Student Research Scholarship, National Science and Technology Council, Taiwan**

## Programming Skills

**Languages:** C/C++, Python, JavaScript, TypeScript

**Tools:** Git, Docker, Linux, Shell Script, PyTorch, TensorFlow, Latex, MongoDB, GraphQL, NerfStudio