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, Image and Video Generations, Information Security Practices for Industries: Attack and Defense

National Chung Cheng University   *Sept 2020 – June 2024*
B.S. in Computer Science. Advisor: *Jian-Jhih Kuo.*

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

AI Researcher Intern   *July 2025 – Aug 2025*
Gamania

- Developed defense and watermarking models for IP protection using deep learning frameworks.
- Developed automated video thumbnail generation pipelines for news content and tested SOTA text/image-to-3D models.

Backend Developer   *June 2021 – Apr 2023*
Munative

- Developed backend for Munative Web APP using TypeScript, Node.js, GraphQL, and MongoDB.
- Implemented Domain-Driven Design for flexible backend architecture.

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, GCP