

# Hugo (Chun-Ho) Lin

(213) 865 5235 | [chunholi@usc.edu](mailto:chunholi@usc.edu) | [1chooo.com](http://1chooo.com) | [github/1chooo](https://github.com/1chooo) | [in/1chooo](https://in.1chooo)

## EDUCATION

### University of Southern California

Master of Science in Computer Science - Scientists and Engineers

Aug 2025 - Dec 2027 (Expected)

Los Angeles, CA

### National Central University

Bachelor of Science in Atmospheric Sciences

Sep 2020 - Jun 2024

Taoyuan, Taiwan

- **Minor specialty:** Programming design in computer science
- **TA:** Linux and Edge Computing, Programming Python, Weather and Artificial Intelligence

## SKILLS

- **Frontend:** TypeScript, Next.js, React, Tailwind CSS, Vite, Vitest, Jest, Turborepo
- **Backend:** Python, Django, FastAPI, Flask, AWS Lambda, Go, Redis, MySQL, Supabase, Firebase
- **DevOps:** AWS, Docker, Git, Linux, GitHub Actions, Azure
- **AI/LLM:** LangChain, TensorFlow, AWS Bedrock, Azure OpenAI, Scikit-learn, Gradio

## INTERNSHIP EXPERIENCE

### Futurenest

R&D Engineer

Dec 2024 - Jan 2025

Taipei, Taiwan

- Built system-integrating APIs with Django (100% test coverage) deployed via AWS ECR, developed a Next.js chat UI with [v0.app](#), delivered API docs to clients, and set up CI/CD with GitHub Actions.

### eCloudValley Digital Technology

Cloud Engineer

Mar 2024 - May 2024

New Taipei, Taiwan

- Led a 5-member agile team to build a serverless AWS Bedrock solution with multi-language and image recognition support (95% accuracy), boosting support efficiency by 80%; documented 10+ mock cases and earned top internship honors. (See [GitHub](#) for source code)

### PEGATRON Corporation

AI Engineer

Jul 2023 - Aug 2023

Taipei, Taiwan

- Developed a POC using LLMs and LangChain for the NVIDIA Ominerve robot, enabling voice/text control with 85% stability; boosted test support by 83% and earned Silver internship award in a 5-person agile team.

## PROJECTS

### 1chooo.com

Frontend Developer

Jan 2024 - Present

[github](#) | [website](#) | [video demo](#)

- Developed a portfolio/blog with Next.js, React, Tailwind, and TypeScript; integrated Supabase, SWR, MDX, Motion, and SSR, achieving near-perfect Lighthouse scores and 300+ GitHub stars.

### UML Editor

Software Architect

Mar 2024 - Jun 2024

[github](#) | [video demo](#)

- Leveraged the Model-View-Controller (MVC) architecture, implemented a loosely coupled UML editor with the goal of achieving "unchanged underlying logic and continuous expandability in the future!"

### Online Anonymous Multi-User Message Board

Fullstack Developer

Oct 2023 - Dec 2023

[github](#) | [video demo](#)

- Implemented Web Sockets in Go for real-time multi-user chatrooms using TCP protocol. Achieved multi-threading and non-blocking sockets, integrated socket API with React frontend.

## EXTRACURRICULAR ACTIVITIES

### Amazon Web Services

Cloud Ambassador - Technical Support

Aug 2023 - Feb 2024

Taipei, Taiwan

- Educated over 700 cloud developers (96% satisfaction) by creating two technical workshops, an open-source project, and a UAD with AWS cloud services. (See [GitHub](#) for source code)