

學歷

國立東華大學資訊管理學系學士 國立中央大學資訊管理學系碩士 (2022/9 月入學)

09/2018 - 06/2022

09/2022 –

PROJECT EXPERIENCE

① 自建個人網站 Personal Portfolio Website

(2022/1 - present)

Technologies Used: React JS, HTML, CSS, Javascript

透過前端技術 HTML, CSS, Javascript 以及框架 ReactJS 建立個人網站‧記錄個人專案、學習與社團

個人網站連結: https://test1.neorangene.com

② 科技部大專生研究計畫(一人計畫)

(2021/7 - 2022/2)

Technologies Used: C#, Unity, Fungus, SPSS

設計一套數位遊戲軟體予以國中學生施測·評估學習成效以及軟體接受程度·並針對結果進行統計處理 與結果分析

URL: https://github.com/410735038/Pyramid-Adventures

負責: 軟體開發、遊戲流程設計、結果數據統計分析、報告撰寫

③ GJDriver 居家車手 - 東華資管系畢業專題

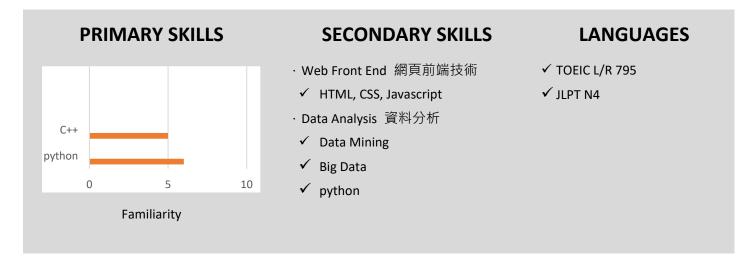
(2020/7-2021/12)

Technologies Used: python, OpenPose, OpenCV, Arduino

實作一款體感遊戲,並結合 AR 擴增時竟技術與實體藍芽模型車,供使用者在家以肢體進行運動與同樂

URL: https://github.com/410735038/DriveAtHome

負責: 團體領導、軟體開發、AR 實作、OpenCV 影像處理、OpenPose 關節點擷取



AWARDS 得獎經驗

① 金獎,資料創新應用競賽觀光氣象多元應用組 Data for Life, Data for the Future

(2021)

Technologies Used: C#, python

結合深度學習模型與 AR 擴增實境技術實作一款預測觀星指數 APP 供遊客參考

URL: https://www.youtube.com/watch?v=3l5vcaYSoEY

負責: 手機鏡頭修正、AR 實作

OTHERS

① 東華大學資管系程式設計助教

(2021/1 - present)

Subject : Programming (C++)

自製教材: https://hackmd.io/@ndhu-programming-2021/ry5jRC5zt

(2) 東華大學資管系 ERP 社團銷售配銷模組講師

(2021/9 - present)

Subject : Sales and Distribution

自製教材:https://hackmd.io/@Nene0808/SkeuB0NyF

ABOUT ME

在經過大學四年與多項計畫經驗後,我非常享受團隊合作開發與討論學習的過程,且時常在團隊中擔任領導 與統整的角色,為了讓組員能夠在團隊內盡力發揮,我總是鼓勵大家表達自身的想法,促使團隊凝聚,並時常組 內討論決定團隊執行方向,使我們總是能夠用團隊的力量完成任務或是工作。也因此我的指導教授、朋友總是形 容我非常有熱情且具有領導力。而也因為時常擔任領導的角色,培養了我做任何事都保持積極態度面對的個性。

課後閒暇之餘,我也是一位遊戲愛好者,非常喜歡各式的線上遊戲,也熱愛程式開發、騎車以及聆聽音樂。



EDUCATION

Department of Information Management, National Dong Hwa University

09/2018 – 06/2022

Department of Information Management, National Central University

09/2022 –

PROJECT EXPERIENCE

1 Personal Portfolio Website

(2022/1 - present)

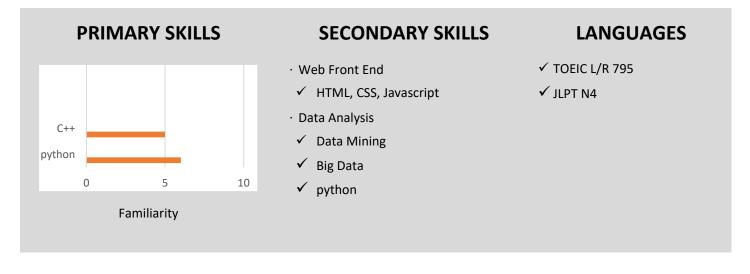
- Technologies Used: React JS, HTML, CSS, Javascript
- **Description**: A Personal Portfolio website to showcase all my details and projects and let everyone learn more about me.
- URL: https://test1.neorangene.com
- 2 College Student Research Scholarship by MOST

(2021/7 - 2022/2)

- · Technologies Used: C#, Unity, Fungus, SPSS
- **Description**: Design an Digital Game to help learning Math. Evaluate the learning effect and measure Software Acceptance on junior high school students.
- URL: https://github.com/410735038/Pyramid-Adventures
- In Charge of: Software Development, Game Design, Data Analysis, paper writing
- 3 GJDriver Gradute Project in NDHUIM

(2020/7-2021/12)

- Technologies Used: python, OpenPose, OpenCV, Arduino
- **Description**: Design a Motion Sensing Game implement Augment Reality(AR), Arduino Bluetooth Car and use OpenPose to detect body points.
- URL: https://github.com/410735038/DriveAtHome
- In Charge of : TeamLeader \ Software Development \ AR implement \ OpenCV \ OpenPose



AWARDS

1) First Place, Application of Sightseeing and Weather in Open Data –

Data for Life, Data for the Future (2021)

Technologies Used : C#, python

Description: Design an Android App to evaluate weather is appropriate to stargazing or not,

combine Deep Learning to predict and Augment Reality to show 3D object.

URL : https://www.youtube.com/watch?v=3l5vcaYSoEY

In Charge of: Camera Calibration, AR Implement

OTHERS

1 Teaching Assistant, National Dong Hwa University

(2021/1 - present)

Subject : Programming (C++)

Textbook Design: https://hackmd.io/@ndhu-programming-2021/ry5jRC5zt

2 Speaker in ERP Club, National Dong Hwa University

(2021/9 – present)

Subject : Sales and Distribution

Textbook Design: https://hackmd.io/@Nene0808/SkeuB0NyF

ABOUT ME

I very enjoy working in team environment, and engage heartily in communicate. My friends, teachers always describe me full of passion every time. Furthermore, I always can lead a team to gel and let everyone express their thoughts, finally, we can use team power to complete jobs. And I also love teaching and passionate about trying new technologies.

And I am a big fan of Online Games, and keen on programming, biking and music.