

# Bao-Hsuan Huang

🎓 M.S. in Computer Science, National Tsing Hua University

✉ thebhhuang@gmail.com

☎ (+886)972-387-696

🌐 <https://baohsuanhuang.github.io/>

🌐 [www.linkedin.com/in/baohsuan-huang](https://www.linkedin.com/in/baohsuan-huang)



## Education

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**National Tsing Hua University**

M.S. in Computer Science

*Hsinchu City, Taiwan*

Sept. 2022 – Jun. 2024

**National Tsing Hua University**

B.S. in Computer Science

*Hsinchu City, Taiwan*

Sept. 2018 – Jun. 2022

**Keio University**

Exchange Student in Dept. of Science and Technology

*Tokyo, Japan*

Oct. 2023 – Feb. 2024

## Skills

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**Programming** (Proficient) C/C++, Python (Familiar) HTML, CSS, JavaScript

**Languages** Mandarin, English

## Master's Thesis Research

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**Non-invasive Classification of Alzheimer's Disease using**

**Gait and Facial Features**

Sept. 2022– now

Proposed a framework for classifying Alzheimer's Disease using gait and facial features extracted from the video data.

- Four Subtasks: Walking, Sit down and Stand up, Turning, Facial
- Data processing, Model training and evaluating, Model explanation, Subtask analysis

## School Projects

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**Real-time Video Conference System with Machine Learning**

**Methods**

Feb. 2021– Feb. 2022

Present a video conference web system with multiple functions between two users.

- Conference image – Instance segmentation, Super resolution
- Conference sound – Speech to Text, Speech Denoising
- Backend data processing – Node.js, Http packet request, WebRTC
- Front-end web design
- Utilized: Python, HTML, CSS, JavaScript

## Online Chatroom with Firebase

March 2020

Present a web-based chatting system with Firebase, Responsive Web Design, and key functionalities. Demo video can be found [here](#).

- ❑ User Sign in/Sign up/Log out system
- ❑ Allow to send both text and image
- ❑ Private chatroom (one-on-one) and public(group) chatting space
- ❑ Web animation design
- ❑ Utilized: C++, TypeScript

## Game Design with Cocos Creator and Firebase

June 2020

Present a strategy game with Cocos Creator, linked with Firebase, and key game functionalities. Demo video can be found [here](#).

- ❑ User Sign in/Sign up/Log out system
- ❑ Strategy for earning in-game currency and combating enemies
- ❑ Interact with players through mouse input
- ❑ Dynamic day and night scenes for an immersive experience
- ❑ Utilized: C++, TypeScript

## Toy Box: Hardware Design with FPGA

January 2020

Designed and handmade an interactive toy box which controlled with FPGA board.

- ❑ Control stepper motors' rotational speed and direction of rotation
- ❑ Toggle the switch to start the game by sending a signal to the board
- ❑ Utilized: Verilog