

Michael Yeh

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EDUCATION

- **National Changhua University of Education** Changhua, Taiwan
Bachelor in Information Management *September 2019 - June 2023*
Courses: DS and Algorithm, Programming, Database, Operating System, Networking, Digital Content
- **National Chengchi University** Taipei, Taiwan
Master in Management Information Systems *September 2023 - Present*
Research fields: Block Chain, Generative AI

EXPERIENCES

- **Industry Cooperation - Proof of Concept Trial of Generative AI**
Research Assistant *January 2024 - July 2024*
 - Developing a large-scale proprietary language model for enterprises, focusing on data fine-tuning, functionality validation, and regulatory text comprehension.
 - Generating QA training data using Gemini and ChatGPT.
 - Fine-tuning the model via LoRA, leveraging LLaMA and Gemma 7B.
 - Evaluating training results and conducting secondary validation with RAG.
- **CPS - System Engineering Team , Hewlett-Packard**
Research and Development Intern *July 2024 - Present*
 - Assist in developing large language model systems that can be used by internal engineers. The main function of the system is to allow users to ask about computer-related issues, and the system will search the database for solutions, providing them to the users and guiding them step-by-step to resolve the issues.
 - Testing unreleased laptops equipped with an NPU (AI PC), research how to utilize the NPU, and develop software capable of testing the NPU on these devices.

PROJECTS

- **Product Introduction Chatbot:**
 - Implemented a LINE chatbot that utilizes embedding technology to retrieve documents and respond to product-related inquiries.
 - Deployed the backend on Replit using the Flask framework, integrating the LINE Bot API to receive user input.
 - Processed product catalogs with LangChain and integrated ChatGPT to generate responses for users.
- **Senior Project - LOSTLANE - LUXEM'S CRISIS** : (3D third-person adventure game)
 - Using Unity as the game engine for development, the programming language used is C#.
 - The scenes and objects in the game were modeled and animated using MAYA, while the character models are created using CHARACTER CREATOR and their animations were made using mixamo.
 - The main gameplay of the game involves controlling a character to parkour through the map, defeating AI enemies coming from all directions, and locating hidden treasure chests within the map to complete the level.

SKILLS SUMMARY

- **Languages:** C#, C++, Python, SQL, TypeScript
- **Frameworks:** Flask, TensorFlow, PyTorch, Next.js
- **Tools:** Docker, Git, Azure AI Services, PostgreSQL, MySQL
- **Platforms:** Linux, Win