

Yung-Chin (Jim) Chen

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EDUCATION

Princeton University <i>First-year Ph.D. student in Electrical and Computer Engineering</i>	Princeton, NJ, USA Sep 2024 - Present
National Taiwan University <i>Bachelor of Science in Electrical Engineering</i> <ul style="list-style-type: none">Phi Tau Phi Honorary Member (for top 1% of college graduates), Major GPA: 4.28 / 4.30	Taipei, Taiwan Sep 2019 - Jan 2024
Keio University <i>Exchange Student with Full JASSO Scholarship</i>	Tokyo, Japan Oct 2022 - Jul 2023

RESEARCH EXPERIENCE

Research Assistant at Computing and Sensing Group <i>Keio University (Advisor: Prof. Kentaro Yoshioka)</i> <ul style="list-style-type: none">Researched on saliency-aware Computing-In-Memory (CIM) macro for Neural Network (NN). [1]-[3]Researched on memory-centric algorithm-architecture codesign for novel NN framework. [arXiv]	Sep 2022 - Feb 2024 Kanagawa, Japan
Research Assistant at Energy-Efficient Circuits and Systems Lab <i>National Taiwan University (Advisor: Prof. Tsung-Te Liu)</i> <ul style="list-style-type: none">Taped out a 28nm SRAM CIM-based accelerator for end-to-end NN inference.	Sep 2021 - Feb 2024 Taipei, Taiwan

PUBLICATIONS

- [1] **Yung-Chin Chen**, S. Ando, D. Fujiki, S. Takamaeda-Yamazaki, K. Yoshioka, "OSA-HCIM: On-The-Fly Saliency-Aware Hybrid SRAM CIM with Dynamic Precision Configuration", *ASP-DAC 2024*
- [2] W. Zhang, S. Ando, **Yung-Chin Chen**, S. Miyagi, S. Takamaeda-Yamazaki, K. Yoshioka, "PaCiM: A Sparsity-Centric Hybrid Compute-in-Memory Architecture via Probabilistic Approximation", *ICCAD 2024 (to appear)*
- [3] S. Ando, **Yung-Chin Chen**, S. Miyagi, W. Zhang, K. Yoshioka, "A Saliency-Aware Analog Computing-In-Memory Macro with SAR-Embedded Saliency Detection Technique", *SSDM 2024 (to appear)*

PROJECTS

- 180nm ASIC chip for American Option Pricing Using Monte-Carlo Method** | [Verilog](#), [Innovus](#)
 - Taped out a chip for American option pricing, attaining a 500x speedup compared to CPU benchmark
- Fully Motion-Controlled Doodle Jump Game on FPGA** | [Verilog](#), [System Verilog](#), [FPGA](#)
 - Designed a fully motion-controlled interactive game with player's hands and voice using FPGA

HONORS AND AWARDS

Irving T. Ho Memorial Scholarship - EE dept. at NTU	Dec 2022
The Memorial Scholarship Foundation to Lin Hsiung Chen (acc. rate: 2%)	Nov 2022
Research Grant - National Science and Technology Council (NSTC), Taiwan	Jul 2022 - Jan 2023
Research Grant - Taiwan Semiconductor Manufacturing Co., Ltd (TSMC)	Feb 2022 - Jun 2022

TEACHING EXPERIENCE

TA in Computer Architectures , lectured by Prof. Tsung-Te Liu	Sep 2023 - Jan 2024
TA in EECS Lab Undergraduate Research , supervised by Prof. Tsung-Te Liu	Sep 2023 - Jan 2024
TA in Signal and Systems , lectured by Prof. Lin-Shan Lee	Feb 2022 - Jun 2022

TECHNICAL SKILLS

Programming: Verilog, System Verilog, Python, C++, MATLAB
IC Design Tools: NC-Verilog, Design Compiler, Innovus, Virtuoso, HSPICE, FPGA
Toolbox: PyTorch, NumPy, \LaTeX
Languages: Chinese (Native), English (TOEFL: 110, GRE: 333), Japanese (JLPT N1)