**Yu-Sheng Su**

+886-9-70960557 | [ky200120000@gmail.com](mailto:ky200120000@gmail.com)

# EDUCATION

**National Chengchi University, Taiwan** 2017.07 - Present

* Master of Science in Computer Science
* GPA: 3.88/4.3
* Selected Coursework:
* Laboratory: ([https://cfda.csie.org](https://cfda.csie.org/))

CFDA (Computational Finance and Data Analytics Laboratory) and CLIP (Computational Linguistics and Information Processing Laboratory)

**National Chengchi University, Taiwan** 2013.07 – 2017.07

* Bachelor of Science in Computer Science

# COMPETITION

# Kaggle (IEEE's Signal Processing Society) - Top 7% (Silver) 2018.01 – 2018.02

* Applied CNNs models (the XceptionNet on patches of dimension 100 fine tuned on 300) and collected additional 15GB images from Flickr to identify from which camera an image was taken. The model achieved a 97% accuracy rate and awarded a Silver Medal.

# WORK EXPERIENCE

**Computational Linguistics and Information Processing Laboratory (KKBOX project) - Research Student, Taiwan** 2018.03 - Present

* Developed an algorithm for music recommender function relying on cross-domain transfer learning and Heterogeneous Preference Embedding. The recall rate and mean average precision of music recommender system increased by 4%.
* Improved the Github repository cnclabs/proNet-core (network embedding framework) and added factorization machines(FM) to Heterogeneous Preference Embedding.

**Trading Valley - Machine Learning Engineer Intern, Taiwan** 2017.03 – 2017.12

* Optimized personal optimal investment portfolio combinations by DNN and Random forests algorithm achieving 78% accuracy on stock market. After adding earnings features, the model increased approximately 10% accuracy.
* Developed Facebook auto-push Chatbot to feed the latest news to user weekly based on user’s preference, read history, and text similarity. Successfully activated 11% users to become Trading Valley active users in 6 months.

# Microsoft – R&D Intern, Taiwan 2015.07 – 2016.07

# Developed an interacting Donating system for Taipei City Government. Used Unity and Kinect for Windows SDK to build visual reality. Users can interact with it through Xbox.

* Taipei City Government program: Food security – Minded and analyzed 322 kind of Taipei City Government Open Datum, including expired date, source of food, and etc. to check food supply chain of schools in Taipei. Totally, build 12 clustering models and visualize food situation of every district in Taipei City.

# PROJECT

**Blockchain on Renting** 2017.09 – 2018.01

* Build a house renting platform for landlords and tenants including designing a Ethereum smart contract.

**Personnel Change ElasticSearch engine** 2016.07 – 2017.07

* Build a search engine for Graduate Institute of East Asian studies to analyze the relationship among personnel change after a president started his/her presidency. Nodejs bridged front-end, website, and back-end, ElasticSearch.
* Design searching algorithms of ElasticSearch.

**Click-Through Rate Prediction** 2016.03 – 2017.01

* Build a click-through rate prediction system with Spark for performing row data on distributed computing cluster. Used field-aware factorization machines (FFM) for feature extraction and Random forests algorithm as the prediction model.

# SKILL

**Programming/Scripting Languages**

* Python, C/C++, Nodejs, Zsh/Bash, SQL

**Frameworks/ Tools**

* Git, Spark, Keras, TensorFlow, scikit-learn