

# I-Sheng (Eason) Chen

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## EDUCATION

<b>Bachelor of Information Science at National Taiwan Normal University (NTNU)</b>	Expected 2023/01
<b>School of Learning Informatics, Program of Learning Sciences</b>	Taipei, Taiwan
<ul style="list-style-type: none"><li>GPA 4.12/4.3</li></ul>	

## RESEARCH EXPERIENCE

<b>Ministry of Science and Technology</b>	2021/06 - 2022/02
<b>Undergraduate Research Project Principal Investigator</b>	Taipei, Taiwan
<ul style="list-style-type: none"><li>Researched on Building Natural Language Generation Chatbots which features multiple-reply and custom avatars with chosen emotion. Then compare the user experience of different designs</li><li>Results published to CHI 2022, TAICHI 2021, and workshop of WWW 2022 as paper</li></ul>	
<b>Google Summer of Code</b>	2021/05 - 2021/08
<b>Mentee</b> , Contributed to Accord Project (Framework of Smart Legal Contracts)	Online
<ul style="list-style-type: none"><li>Researched on Conversion of Raw Text Legal Agreements into Smart Legal Contracts using NLP</li><li>Co-work with various open-source contributors from US, UK, and India</li></ul>	
<b>National Taiwan Normal University &amp; National Taiwan University</b>	2019/04 - Present
<b>Research Assistant</b> , for 7 professors with various topics	Taipei, Taiwan
<ul style="list-style-type: none"><li>Developed interactive creativity task platform and analyze the data, results published to SSCI journal</li><li>Using GPT-2, GPT-3 and BERT, built NLP chatbots with emotional and empathetic conversational abilities</li><li>Designed Integrated Data Export Pipeline by Google Cloud APIs, export data as PLS-SEM statistics input</li></ul>	

## WORK EXPERIENCE

<b>Cohart.co</b>	2022/04 - Present
<b>R&amp;D Engineer</b> , Part-time	Remote
<ul style="list-style-type: none"><li>Research on Non-fungible token (NFT) Solutions for Art Creators on Ethereum Blockchain</li><li>Educate colleagues on tips and principles for developing Blockchain applications</li></ul>	
<b>FiO.one</b>	2019/06 - 2021/12
<b>R&amp;D Engineer</b> , Intern and Part-time	Taipei, Taiwan
<ul style="list-style-type: none"><li>Built easy-to-use Blockchain Applications on Ethereum and IOTA</li><li>Received Best Intern Award for my implementation of data authentication process on FiO's product</li><li>Researched on Blockchain Performance Optimization and Cloud Solution, results are patent pending</li></ul>	

## PROGRAMMING SKILLS

- Blockchain:** Solidity, Hardhat, Truffle, Brownie, IOTA, Bitcoin, IPFS, Smart Legal Contract, OpenCerts
- AI & Data:** PyTorch, TensorFlow, Scikit-Learn, Pandas, Matplotlib, Snorkel, SHAP, GPT-3, SPSS, SmartPLS
- Frontend:** Vue, React, Angular, TypeScript, Tensorflow.js, IndexedDB, Bootstrap, Tailwind, Selenium
- Backend:** FastAPI, Flask, Django, Express.js
- Database:** MongoDB, PostgreSQL, Redis, LevelDB, Elasticsearch, Weaviate
- Cloud & Server:** GCP, AWS, Azure, Docker, CI/CD, Google APIs, Firebase, Ubuntu, CentOS, Nginx

## LANGUAGES

- Chinese (Mandarin):** Native speaker
- English:** Fluent (TOEFL score 102)

## HONORS AND AWARDS

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- Mensa Member
- Dean's List at NTNU (2021)
- Excellent Student Award and Scholarship at NTNU (2021)
- All five of the NTNU's Five Virtue Education Awards: Ethic, Intellectual, Physical, Social, and Aesthetic

## COMMUNITY & PUBLIC SPEAKING EXPERIENCE

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### NTNU Google Developer Student Club (NTNU GDSC)

- Founder and Leader (2020/08 – 2021/06)
- Hosted 3 workshops for 50+ students about Developing Python FastAPI and Chatbot
- Addressed Community Talk about Google Summer of Code Experience and Tips to Apply

### Conference for Open Source Coders, Users and Promoters (COSCUP)

- 2021/08 - Talk: The user experience design on Natural Language Generation Chatbot
- 2021/08 - Talk: The changes, advantages and challenges of IOTA Chrysalis Update
- 2021/08 - Forum: Current status and potential future of Information Education at Taiwan

### Students' Information Technology Conference (SITCON)

- 2021/09 - Talk: How to Raise an NLP AI Chatbot?
- 2020/08 - Talk: Can I use Python to control my computer?

### PyCon 2022 APAC & Taiwan

- (Expected) 2022/09 - Tutorial: Let's Issue NFT by Brownie in 90 mins
- (Expected) 2022/07 - Forum: Young Inspiring Sharing

### Others (Selected)

- Delivered various Lectures at community, student clubs, course lecture, and workshops
- 2019 1st Place in the NTNU Freshman Oral Expression Competition

## PUBLICATIONS

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- Wu, C.-L., Su, Y.-D., **Chen, E.**, Chen, P.-Z., Chang Y.-L., Chen, H.-C. (2022). Development and Validation of Interactive Creativity Task Platform. *Frontiers in Psychology*, 13, Article 771820 (SSCI).
- **Chen, E.**, Tseng, Y.-H., You, A., Lo, K.-P., Lin, C. (2022) Preliminary Design of an AI Service to Assist Self-regulated Learning by Edge Computing. Paper will present at International Conference on Artificial Intelligence in Education 2022 (AIED '22)
- **Chen, E.**, Tseng, Y.-H. (2022). A decision model for designing NLP applications. Paper presented at the User-Centered NLP workshop at ACM The Web Conference (WWW '22).
- **Chen, E.** (2022). The Effect of Multiple Replies for Natural Language Generation Chatbots. Paper present at Student Research Competition in Conference on Human Factors in Computing Systems Extended Abstracts (CHI EA '22).
- Roche, N., Hernandez, W., **Chen, E.**, Siméon, J., & Selman, D. (2022). Ergo--a programming language for Smart Legal Contracts. Paper presented at the Programming Languages and the Law workshop at Principles of Programming Languages Conference (POPL).
- **Chen, E.**, Tseng, Y.-H., & Lo, K.-P. (2021). Focus Plus: Detect Learner's Distraction by Web Camera in Distance Teaching. Paper presented at the 2021 National Chair Professorship Academic Series: Teaching and Learning in Trans - pandemic Era: Idea Innovation and Practice Transformation.
- **Chen, E.**, & Tseng, Y.-H. (2021). A chatbot platform that allow custom avatars and emotions and can provides multiple replies. Demo at the Taiwan Computer-Human Interaction Conference (TAICHI).
- **Chen, E.**, Tseng, Y.-H., Chiou, G.-L., & Yuan, C.-W. T. (2021). How the numbers of replies and avatars influence the user experience in Natural Language Generation Chatbot. Paper presented at the Taiwan Computer-Human Interaction Conference (TAICHI).