

I-Sheng (Eason) Chen

GitHub: github.com/EasonC13

LinkedIn: [linkedin.com/in/EasonC13](https://www.linkedin.com/in/EasonC13)

eason.tw.chen@gmail.com

(+886) 966-597-860

Yunhe Street, Daan District, Taipei, Taiwan

EDUCATION

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

RESEARCH EXPERIENCE

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

WORK EXPERIENCE

Cohart.co	2022/04 - Present
Blockchain R&D Engineer , Part-time	Remote
<ul style="list-style-type: none">Research and Develop on Non-fungible token (NFT) Solutions for Art Creators on Ethereum BlockchainEducate colleagues on tips and principles for developing Blockchain applicationsCo-work with colleges from Vietnam, Malaysia, and US.	
FiO.one	2019/06 - 2021/12
R&D Engineer , Intern and Part-time	Taipei, Taiwan
<ul style="list-style-type: none">Built easy-to-use Blockchain Applications on Ethereum and IOTAReceived Best Intern Award for my implementation of data authentication process on FiO's productResearched on Blockchain Performance Optimization and Cloud Solution, results are patent pending	

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

- 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

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

- 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).