

# 佛光大學

Fo Guang University

160 Linwei Rd., Jiaushi Shiang, Ilan, Taiwan 26247, R.O.C.

## TRANSCRIPT OF ACADEMIC RECORD

Name: HUANG, TZU-HENG 【黃子桓】

Registration No: 111153008 Sex: M

Date of Birth: 8/27/2004

Date Enrolled: Sep. 2022

Date Issued: 3/5/2025

Degree Conferred:

Department: Department of Applied Informatics

Date:

Minor:

Date:

The following transcript is hereby certified as correct according to the record of the university.

| Subject                       | 1st      |            | 2nd      |       | Subject                       | 1st      |       | 2nd      |       | Subject                       | 1st      |       | 2nd      |       | Subject | 1st      |       | 2nd |  |
|-------------------------------|----------|------------|----------|-------|-------------------------------|----------|-------|----------|-------|-------------------------------|----------|-------|----------|-------|---------|----------|-------|-----|--|
|                               | semester |            | semester |       |                               | semester |       | semester |       |                               | semester |       | semester |       |         | semester |       |     |  |
|                               | Crt.     | Grade      | Crt.     | Grade |                               | Crt.     | Grade | Crt.     | Grade |                               | Crt.     | Grade | Crt.     | Grade |         | Crt.     | Grade |     |  |
| (September 2022 to June 2023) |          |            |          |       | (September 2023 to June 2024) |          |       |          |       | (September 2024 to June 2025) |          |       |          |       |         |          |       |     |  |
| Career Edcation - Micro       | 2        | cred<br>it |          |       | 3D Game Development           |          |       | 3        | 90    | Advanced Project Design and   | 3        | 94    |          |       |         |          |       |     |  |
| credits courses               |          |            |          |       | Advanced Web Programming      |          |       | 3        | 90    | Implementation ( I )          |          |       |          |       |         |          |       |     |  |
| All-out Defense Education     |          |            | 0        | 85    | Algorithms                    |          |       | 3        | 79    | Advanced Project Design and   |          |       | 3        | ※     |         |          |       |     |  |
| Military Training (IV)        |          |            |          |       | Archery                       |          |       | 0        | 97    | Implementation ( II )         |          |       |          |       |         |          |       |     |  |
| : Defense Mobilization        |          |            |          |       | Creative Thinking             | 3        | 88    |          |       | Algebra                       | 3        | 95    |          |       |         |          |       |     |  |
| Approaches to Anglo-          |          |            | 3        | 94    | Data Structures               | 3        | 84    |          |       | Biographies of Historical     | 3        | 95    |          |       |         |          |       |     |  |
| American Literature           |          |            |          |       | Database Systems              |          |       | 3        | 76    | Figures                       |          |       |          |       |         |          |       |     |  |
| Calculus                      | 3        | 63         |          |       | Discrete Mathematics          | 3        | 84    |          |       | Fundamentals of Data          |          |       | 3        | ※     |         |          |       |     |  |
| Chinese(I)                    | 3        | 92         |          |       | Dynamic Web Development       | 3        | 96    |          |       | Communication and             |          |       |          |       |         |          |       |     |  |
| Chinese(II)                   |          |            | 3        | 85    | Global Trend of Creative      | 3        | 96    |          |       | Computer Networks             |          |       |          |       |         |          |       |     |  |
| Communication and Briefing    |          |            | 3        | 96    | Industries                    |          |       |          |       | Introduction to Artificial    | 3        | 88    |          |       |         |          |       |     |  |
| Skills                        |          |            |          |       | Intelligent Agents            |          |       | 3        | 94    | Intelligence                  |          |       |          |       |         |          |       |     |  |
| Design of communication and   |          |            | 3        | 96    | Introdution of Creative       | 3        | 94    |          |       | Life Sciences                 |          |       | 3        | ※     |         |          |       |     |  |
| expression                    |          |            |          |       | and Technological             |          |       |          |       | Marketing Planning            | 3        | 91    |          |       |         |          |       |     |  |
| English(I)                    | 3        | 83         |          |       | Industries                    |          |       |          |       | Operating Systems             | 3        | 94    |          |       |         |          |       |     |  |
| English(II)                   |          |            | 3        | 85    | Introduction to Image         |          |       | 3        | 86    | Philosophy of Humanistic      |          |       | 3        | ※     |         |          |       |     |  |
| General Education             | 0        | 85         |          |       | Processing                    |          |       |          |       | Buddhism and Life             |          |       |          |       |         |          |       |     |  |
| General Physical Education (  | 0        | 88         |          |       | Ping pong                     | 0        | 85    |          |       | Aesthetics                    |          |       |          |       |         |          |       |     |  |
| I)                            |          |            |          |       | Practicum ( II )              |          |       | 3        | 90    | Practicum ( I )               | 3        | 94    |          |       |         |          |       |     |  |
| General Physical Education (  |          |            | 0        | 92    | Project Design and            |          |       | 3        | 96    | Systems Analysis and Design   | 3        | 92    |          |       |         |          |       |     |  |
| II)                           |          |            |          |       | Implementation                |          |       |          |       | Virtual Reality and           | 3        | 98    |          |       |         |          |       |     |  |
| Introduction to Computer      | 3        | 88         |          |       | Psychology                    |          |       | 3        | 90    | Augmented Reality             |          |       |          |       |         |          |       |     |  |
| Science                       |          |            |          |       | Religion and Life             | 2        | 91    |          |       | Total Credits                 | 27       |       | 0        |       |         |          |       |     |  |
| Living Education and Self -   | 2        | 86         |          |       | Service Learning(32hours)     | 0        | 90    |          |       | Average                       |          | 93.4  |          | ※     |         |          |       |     |  |
| Motivated Learning            |          |            |          |       | The Age of Exploration and    | 3        | 96    |          |       | (Blank Below)                 |          |       |          |       |         |          |       |     |  |
| Mathematics                   |          |            | 3        | 94    | the Formation of Modern       |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |
| Media literacy class          | 3        | 90         |          |       | World                         |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |
| Programming Languages         | 3        | 83         |          |       | Web Programming               | 3        | 96    |          |       |                               |          |       |          |       |         |          |       |     |  |
| Speeches on Three Lives       | 2        | 93         |          |       | Total Credits                 | 26       |       | 27       |       |                               |          |       |          |       |         |          |       |     |  |
| Technological Applications    | 3        | 91         |          |       | Average                       |          | 91.7  |          | 87.9  |                               |          |       |          |       |         |          |       |     |  |
| and Cultural Innovation       |          |            |          |       | (Blank Below)                 |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |
| Windows Programming           |          |            | 3        | 83    |                               |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |
| Total Credits                 | 27       |            | 21       |       |                               |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |
| Average                       |          | 85.1       |          | 90.4  |                               |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |
| (Blank Below)                 |          |            |          |       |                               |          |       |          |       |                               |          |       |          |       |         |          |       |     |  |

ACADEMIC AVERAGE SCORE : 89.74

GRADUATING AVERAGE : 89.74 GPA:4.02

Remarks: 60 is the passing grade.

80 or more = A

70 to 79 = B

60 to 69 = C Less than 60 = F

Signature

Registrar

Y. C. Chiu

Signature

Dean of Academic Affairs

Li Kun-chung