

Wen-Bin Han

NLP · ML · FRONTEND

| vincent.han.tw@gmail.com | [hanvincent.github.io](https://github.com/hanvincent) | [HanVincent](#) | [HanVincent](#)

Education

National Tsing Hua University

M.S. IN COMPUTER SCIENCE · NLP LAB · PROF. JASON S. CHANG

Hsinchu, Taiwan
Sept. 2017 - Present

- GPA 4.3/4.3, TOEIC: 895 (Gold Certificate)
- Researching [Natural Language Processing](#) and [Machine Learning](#)
- Teaching Assistant for NLP course

National Central University

B.S. IN COMPUTER SCIENCE AND INFORMATION ENGINEERING · IISR LAB · PROF. RICHARD T.H. TSAI

Taoyuan, Taiwan
Sept. 2013 - Jan. 2017

- Overall GPA 4.06/4.3, Major GPA: 4.09/4.3, top 6% rank
- Graduated in 3.5 years with 115% required credits and received twice [Academic Excellence Awards](#)
- Published “NCU IISR System for NTCIR-12 MobileClick2” on NTCIR-12
- [Scholarships](#): Mr. Yin-Sheng San Memorial Award, Mr. Ping-Wen Kuo Memorial Award

Work Experiences

Yahoo! (Oath) Taiwan

SUMMER INTERN

Taipei, Taiwan
July 2018 - Aug. 2018

- Web Search Team, cooperated with 4 engineering & 1 design interns
- Content-based searching system on videos to increase the accessibility
- Implemented [face recognition](#) with OpenCV and face_recognition python package
- Illustrated our idea on Yahoo! Taiwan Sports page by utilizing [chrome extension](#)

LayerDirect Co., Ltd.

DESIGN ENGINEER

Taipei, Taiwan
May 2017 - Sept. 2017

- Reduced almost 20% redundant code by Vue.js and developed [SPA](#) web for better maintenance
- Advisor of JavaScript and algorithm
- Incorporated UI design and enhanced the ability of problem solving on my own

Positive Grid

FRONT-END ENGINEER, INTERN

Taipei, Taiwan
Sept. 2016 - Jan. 2017

- Solved Web UI issues, separated components and applied Redux
- Reported progress of tasks in daily scrum and trained to detect problems rapidly
- [Agile and Scrum](#), JavaScript, AngularJS, and CSS from skilled front-end mentors

Projects

Opinion Mining with Deep Contextualized Embeddings

RESEARCH INTERN · PROF. NORIKO KANDO

NII, Japan
Sept. 2018 - Jan. 2019

- Published on [NAACL SRW 2019](#)
- Detected opinionated spans with different embedders and Bi-LSTM-CRF architecture
- Applying [BERT](#) as embedder improved significantly than using [Word2Vec](#), [GloVe](#), and [ELMo](#)
- Supported Minpaku museum project on frontend UI using Google Maps API

BoxBox [link]

WEB-BASED ONLINE MULTI-PLAYER GAME

Aug. 2018 - Sep. 2018

- Utilized Node.js and [socket.io](#) to build the server
- Accelerated to render UI via [Pixi.js \(GPU\)](#)

Grammar Error Correction [link]

INTER-WORD DEPENDENCY-BASED GRAMMAR ERROR CORRECTION SYSTEM

NLP Course
Apr. 2018 - June 2018

- [Detect grammatical error](#) of verbs and suggest possible usages with n-gram examples
- Applied SpaCy parser and grammatical rules to generate patterns of verbs

Steeve [link]

CHATBOT FOR JOB SEEKING

AtoS IT Challenge 2018

Nov. 2017 - Apr. 2018

- [Top-20](#) (of 205) in AtoS [AI Chatbot](#) competition
- [Team leader](#) in 4-member team
- TFIDF, SVM, CNN, RNN

Air Hockey [link]

WEB APPLICATION GAME

Web App Course

Feb. 2018 - Mar. 2018

- Optimize rendering by using [requestAnimationFrame](#)
- Adjustable game settings and 1-2 players modes
- Vanilla JavaScript, jQuery, HTML, CSS

Chatroom [link]

WEB APPLICATION

Jan. 2018 - Feb. 2018

- First Node.js application instructed by Udemy course
- Learned Socket.io to connect client and server side

What Does The Box Say [link]

ONLINE MULTI-PLAYER AND LARGE-SCALE MAP GAME

Software Engineering Course

Sept. 2016 - Jan. 2017

- [Instructed and supervised teammate](#) to finish core logic in server
- Accomplished UDP broadcast via Java packages
- Taught teammate using [git](#)

Sentimental Analysis on Movie Comments [link]

INTERNATIONAL SUMMER RESEARCH PROGRAM · PROF. JULIAN MCAULEY

UC, San Diego

July 2016 - Aug. 2016

- Achieved [60%](#) accuracy in [NLP contest](#) on Kaggle using [Linear Regression](#), stemming and ngram
- Conducted research in English environment and cultivated my independence and toughness

Pixel Game [link]

ONLINE MULTI-PLAYER WEB GAME

OpenStack Application Hackathon

Mar. 2016 - Mar. 2016

- Awarded 2016 Taiwan OpenStack Application Hackathon Technical Recognition ([top 6](#) of 38 teams)
- In charge of front-end, designed UI and connected server by jQuery AJAX
- Cooperated in 6-member [impromptu team](#) to prototype an online multi-player game within 48 hours
- JavaScript, jQuery AJAX

NCU IISR System for NTCIR-12 MobileClick2 [link]

RANKING INFORMATION FOR MOBILE

NTCIR, Japan

Sept. 2015 - Jan. 2016

- Published on [NTCIR-12](#)
- MobileClick2: Better information retrieval for mobile user
- Achieved nDCG@3 of [75%](#) by [pair-wise features](#)
- TFIDF, SVM, Word Embedding, NLP methods

Skills

Coding **Python (PyTorch, Flask)**, JavaScript (jQuery, Vue.js), Node.js, HTML, CSS, Java