Chih-Chuan Huang (Mason)

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Education

National Tsing Hua University 2021 - present
Bachelor of Interdisciplinary Program of Management and Technology *Hsinchu City, Taiwan*

- Major in Computer Science and Quantitative Finance
- GPA: 3.56/4.3

The Affiliated Senior High School of NTNU 2018 - 2021
Class 1502 *Taipexi, Taiwan*

Conference Publication

ImmerseSketch: Transforming Creative Prompts into Vivid 3D Environments in VR 2024
*Alfred Lan, Tai-Chen Tsai, **Chih-Chuan Huang**, Pu Ching, Tse-Yu Pan, Min-Chun Hu* *2024 Siggraph*

Research and Industry Experience

Innovedus Inc. 2024
Software Engineer Intern *Taipei, Taiwan*

- Develop and train image inpainting model, which can be utlized on Kneron NPU
- Specialize in AI quantization and pruning techniques to reduce model size and complexity while maintaining accuracy.

Multimedia Information System Laboratory, National Tsing Hua University 2024
Undergraduate Researcher *Hsinchu City, Taiwan*

- Advisor: Min-Chun Hu

Research Projects

The Comparison of Image Segmentation in VR Environment | *Python* July. 2024 – present

- Compared the application and performance between different model with various input format.
- Passed the preliminary selection of the IoS Undergraduate Project Competition

Hand Motion-Based Multimodal Data for Emotion Classification in Piano Sep. 2024 – present

- Collaborated with two partners to collect Hand Motion-Based multimodal data in piano performance

VR Interactive Painting: Theme-Based Scene and 3D Material Creation | *Python* Nov. 2023 – present

- Handled VR screenshot, communication between Unity & Python, and 2D object segmentation.
- Implemented ONNX to Segment Anything Model that enhance accuracy in segmentation for about 30%.

Projects

Boxing System Development | *React.js* Mar. 2024 – present

- Created a system to optimize data collection and integration for school boxing teams.
- Enabled data analysis and export features for coaches and athletes.

Escape of Super Panda | *C++, C, Allegro 5* Dec. 2022 – Jan. 2023

- Developed an endless game inspired by "Jetpack Joyride" using Object-Oriented Programming.
- Led code implementation and collaborated with a teammate.

Technical Skills

Languages: Chinese (native), English (proficient, TOEFL 84)

Programming: C++, Python, C, React.js, C#

Other: Github, Git, LaTeX, Figma, Unity