

Chih-Chuan Huang (Mason)

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EDUCATION

National Tsing Hua University

Bachelor of Interdisciplinary Program of Management and Technology

2021 - present

Hsinchu City, Taiwan

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

The Affiliated Senior High School of NTNU

Class 1502

2018 - 2021

Taipei, 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.

Software Engineer Intern

2024

Taipei, Taiwan

- Develop and train image inpainting model, which can be utilized 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

Undergraduate Researcher

2024

Hsinchu City, Taiwan

- Advisor: Min-Chun Hu

RESEARCH PROJECTS

Memorializing Emotions through Multimodal Opt. and Reconstructive Yielding

Oct. 2024 – present

- Provided everyone with the opportunity to bid a proper farewell to those they've lost.
- Developed a robust system operable on standard PCs, generating high-quality 3D reconstructions.

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 – Aug. 2024

- 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.

TECHNICAL SKILLS

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

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

Other: Github, Git, L^AT_EX, Figma, Unity