

# Jesse Hsiu

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# **PROFILE**

My name is Jesse Hsiu (Min-Chieh Hsiu, 修敏傑). A programmer studied at department of CSIE in National Taiwan University. Research domain includes Human-Computer Interactions and Ubiquitous Computing. Love to explore and use new technologies to make life easier with coding. My expertise includes Wearable, Mobile Application, and Web Development.

# **EDUCATION**

National Taiwan University — M.S. (Sep'14–Present)

• Dept. Computer Science and Information Engineering

National Taipei University — B.A. (Sep'10–Jun'14)

- Dept. Computer Science and Information Engineering
- Graduated 1st in Department

Taipei Municipal Daan Vocational High School (Sep'07–Jun'10)

- Dept. Computer Technique
- Graduated 2nd in Department

# **EXPERIENCES**

Teaching Assistant, Programming 101 玩電玩,學程式 @ NCCU Sep'15 Jan'16

- Assisted Prof. Neng-Hao Yu during the class at NCCU.
- Teaching Processing programming, Arduino, Android, and Processing.js.

Chief Coordinator, Hour Of Code - Affiliated High School of NCCU Dec'15

• Teaching Arduino programming for high school students.

Exhibitors, 2015 DOIT Taiwan Open Innovations Festival Nov'15

• Invited and presented project Nail+ during the exhibition.

iOS Application Developer (Internship), Tickle Inc. May'15 Jul'15

- Development of Tickle iOS Application.
- Integrated external APIs into App included Sphero, Ollie, and Dash&Dot.

Chief Coordinator, UIST 2014 Traversal @ NTU Workshop Mar'15

• Held annual UIST Traversal workshop event at NTU.

Exhibitors, 2014 DOIT Taiwan Open Innovations Festival Nov'14

• Invited and presented project EyeWrist during the exhibition.

#### AWARDS

# • Excellent Work, SensingNail

MediaTek Wearable device into IoT world competition, 2015

# • Global Top 3 & Honorable Mention, Fighting Gulliver

ACM CHI Innovative Game Design, 2015

## • 2nd Prize, EyeWatch

MobileHero - User Experience Design Competition, 2014

# • Final Shortlist, EyeWrist

MediaTek Wearable device into IoT world competition, 2014

#### SKILLS

# • Languages:

Objective-C, Swift, Python, JavaScript, Java, Processing, C#, C++, C, PHP

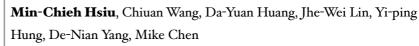
#### • Tools:

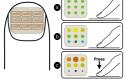
Xcode, Node.js, Express.js, Meteor.js, Unity3D, MongoDB, CadSoft Eagle

# PROJECTS AND PUBLICATIONS

Nail+: Sensing Fingernail Deformation to Detect Finger Force Touch Interactions on Rigid Surfaces

MobileHCI '16 (Reviewing)

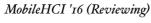




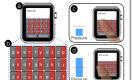
#### **My Contribution:**

- Putting forth the idea and being project leader
- Node.js application for collecting data interface through usb serial
- Machine Learning for recognizing different kinds of gestures
- · Producing and designing an Arduino Nano Shield by PCB Layout

# ForceBoard: Using Force as Input Technique on Size-Limited Soft Keyboard



**Min-Chieh Hsiu**, Da-Yuan Huang, Chi An Chen, Yi-ping Hung, De-Nian Yang, Mike Chen



## **My Contribution:**

- · Putting forth the idea and being project leader
- iOS Application for collecting data during the studies
- · Analysing the result of user study feedback





Andries Valstar, Min-Chieh Hsiu, Te-Yen Wu, Mike Y. Chen

# **My Contribution:**

- iOS / Mac Application for broadcasting audio in realtime
- Using Bonjour Service to discover server and client automatically
- · Collecting initial feasibility of the system through user study



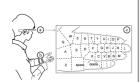
# PalmGesture: Using Palms as Gesture Interfaces for Eyes-

free Input MobileHCI '15

Cheng-Yao Wang, Min-Chieh Hsiu, Po-Tsung Chiu, Chiao-Hui Chang, Liwei Chan, Bing-Yu Chen, Mike Y. Chen

# **My Contribution:**

- Using Node.js application to analysis collected VICON data.
- Implementing Node.js applications for sample scenarios included web, smartphone and google glass



PalmType: Using Palms as Keyboards for Smart Glasses MobileHCI '15

Cheng-Yao Wang, Wei-Chen Chu, Po-Tsung Chiu, Min-Chieh Hsiu, Yih-Harn Chiang, Mike Y. Chen

# **My Contribution:**

• Using VICON system to collect user typing behaviour on palm



Fighting Gulliver: An Experiment with Cross-Platform Players Fighting a Body-Controlled Giant

CHI'15 EA

Kuan-Ting Chou, Min-Chieh Hsiu, Chiuan Wang

## **My Contribution:**

- Developing realtime gaming through Photon Engine Network
- Using Unity3D to develop cross platform application included iOS / Android / Mac

