



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 Nov'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

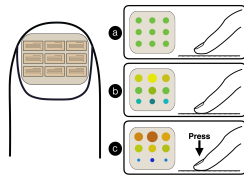
- **Languages:**

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



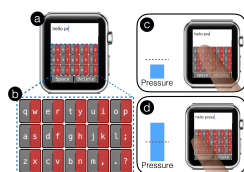
Nail+: Sensing Fingernail Deformation to Detect Finger Force Touch Interactions on Rigid Surfaces

MobileHCI '16 (Reviewing)

Min-Chieh Hsiu, Chuan Wang, Da-Yuan Huang, Jhe-Wei Lin, Yi-ping Hung, De-Nian Yang, Mike Chen

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 of kinds gestures
- Producing a Arduino Nano Shield by PCB Layout



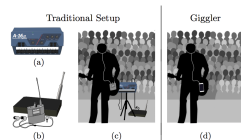
ForceBoard: Using Force as Input Technique on Size-Limited Soft Keyboard

MobileHCI '16 (Reviewing)

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



Giggler: An Intuitive, Real-Time Integrated Wireless In-Ear Monitoring and Personal Mixing System using Mobile Devices

MM '15

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

My Contribution:

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



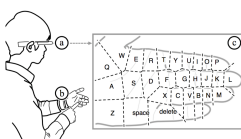
PalmGesture: Using Palms as Gesture Interfaces for Eyes-free Input

MobileHCI '15

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

My Contribution:

- Collecting data and use Node.js application to analysis VICON data.
- Implementing a Node.js application for sample scenarios included web, smartphone and google glass



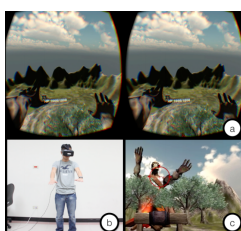
PalmType: Using Palms as Keyboards for Smart Glasses

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**, Chiuang Wang

My Contribution:

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