



Tsun-Yi Chang

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Summary

Driven by a passion for technology and innovation, I have honed my expertise in programming languages including C, C++, C#, and Python, alongside Unity3D game development and Arduino project implementation

Complete several projects as team leader. Integrate team member's opinions and lead discussion to produce better result, incorporating feedback and boosting project outcomes to surpass expectations.

Education

Ger-Jyh Senior High School

General subjects High school/Vocational School

2021-09 ~ 2024-06

- Ranked 1% in School
- Recipient of [Glory of New Taipei City], 2024
- Recipient of [Founder's Memorial Award], 2024
- Manager of Maker Lab
- Manager of Physics Lab

National Taiwan University

Computer Science And Information Engineering Bachelor

2024-09 ~ 2028-05

Currently studying

- Technical Department Member of AI Club, 2024
- *Minister of Technical Department of AI Club, 2024
- *AI Club president, 2025-2027
- *Technical Department Member of Google Development Student Club, 2026-2027

Skill

Programming literacy in C

Intermediate

Programming Arduino mobile app
team work

Complete project "**Arduino X App Inventor: Blue Tooth Mecanum Car**" as team leader and responsible for programming Arduino in C language, designing App with App Inventor, and connecting blue tooth between App and Mecanum car.

Game Development with Unity3D by C#

Intermediate

Game Development Unity3D C#

Complete project "**Jump Out of Flat Plane - 3D Dinosaur Game**" individually. Create a new game based on the concept of Google dinosaur game, while turning it into 3D, modify the playing way and add more interesting elements, such as enemy dinosaurs chasing the player.

Machining Learning with Python

Beginner

Achieved **Merit Award** in [Artificial Intelligence Basic Knowledge and Industrial Application 12-Hour Implementation Competition] by completing **Face and mask recognition** with accuracy and efficiency.

Club/Volunteer

Technical Department Member NTU AI Club

2024-08 ~ Present

- Help the club members solving problems if they have some difficulties on the projects or have questions about the lessons.
- Offer the courses about Traditional Machining Learning and Deep Learning.
- Teach members to complete hand-on projects
 1. Linear Regression: Investment Model Training.
 2. Random Forest: Investment Model Training.
 3. Recurrent Neural Network (RNN): Investment Model Training.

Volunteer of AI Technology Education Exhibition New Taipei City

2021-12 ~ 2021-12

Competition/Award

AI Basic Knowledge and Industrial Application 12-Hour Implementation Competition

2022-03

- Achieved **Merit Award** in [Artificial Intelligence Basic Knowledge and Industrial Application 12-Hour Implementation Competition] by completing **Face and mask recognition** with accuracy and efficiency.

FIRST LEGO LEAGUE Taiwan Challenge Robotic competition

2023-02

- Achieved **Best Breakthrough Award** and **Best Popularity Award** in [FIRST LEGO LEAGUE Taiwan Challenge Robotic competition] by combining Arduino and EV3 robot completing the projects, and collaborate with team members to achieved better outcome.