Chung-Han Liang

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Education

National Taiwan University   Taiwan
MS. Computer Science   *Sep 2020 – Jun 2023*
- Thesis: "FingerPuppet: Finger-Walking Performance-based Puppetry for Human Avatar"

National Central University   Taiwan
B. Computer Science   *Sep 2015 – Jul 2020*

Research and Experience

Research assistant   May 2020 – Jul 2023
Academia Sinica, Institute of information science   *Remote, part-time*
- Research on health data cleaning and preprocessing by optimization methods
- Preprocess ECG data into HRV feature for futher analysis

Publications

FingerPuppet: Finger-Walking Performance-based Puppetry for Human Avatar 🔗   Jun 2023
with Prof Chen, B. Y. and Prof Huang, D. Y.   *NTU, Taiwan*
- Explore user preferred finger-walking gestures for virtual humanoid character manipulation
- Proposed a motion retargeting method that is capable to transfer a finger-walking motion to full-body motion under little amount of time. (less than 3.5 ms)

Grouped data with survey revision 🔗   Jan 2023
with Prof Wang, D. W. and prof Pan, M. L.   *AS and NYCU, Taiwan*
- Aim to solve the inconsistency between self-report survey response data, and make subsequent analysis result reasonable
- Stochastic process is employed to model the inconsistencies in grouped data. The corresponding stochastic matrices are computed through the solution of a quadratic programming problem, and they are utilized for removing specific interference factors

Diagnostic and Rehabilitation System for Alzheimer's Disease Based on Virtual Reality Technology in Rehabilitation Rooms   May 2019
with Prof Eric Hsiao-Kuang Wu and prof S. Yeh   *NCU, Taiwan*
- Implement rehabilitation VR games based on clinical scales for Alzheimer's Disease by Unity
- Visualize signal from wearable ECG device on Unity application

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Skills

Programming Languages : Python, C#(Unity)
Programming Languages (used in projects): Matlab, C/C++, R
Languages: Chinese, English
Developer Tools: Jupyter Notebooks, Git, VS, VS Code