


Chung-Han Liang

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Education

National Taiwan University

MS. Computer Science

Taiwan

Sep 2020 – Jun 2023

- Thesis: "FingerPuppet: Finger-Walking Performance-based Puppetry for Human Avatar"
 [Repository](#)

National Central University

B. Computer Science

Taiwan

Sep 2015 – Jul 2020

Research and Experience

Research assistant

Academia Sinica, Institute of information science

May 2020 – Jul 2023

Remote, part-time

- Research on health data cleaning and preprocessing by optimization methods
- Aim to solve the inconsistency between self-report survey response data, and make subsequent analysis result reasonable

Research student

National Central University

Feb 2019 – Mar 2020

Taoyuan City, Taiwan

- Develop VR games for Alzheimer's Rehabilitation
- Preprocess ECG data for further HRV analysis on classifying stages of Alzheimer's

Publications

Grouped data with survey revision [Repository](#)

with Prof Wang, D. W. and prof Pan, M. L.

Jan 2023

AS and NYCU, Taiwan

- Identify revision of grouped data type scale as stochastic processes
- We address inconsistencies in grouped data, and decompose matrices to identify different interference factors via solving a quadratic programming problem.

Diagnostic and Rehabilitation System for Alzheimer's Disease Based on Virtual Reality Technology in Rehabilitation Rooms

with Prof Eric Hsiao-Kuang Wu and prof S. Yeh

May 2019

NCU, Taiwan

- Implement rehabilitation VR games based on clinical scales for Alzheimer's Disease by Unity
- Develop interface between wearable ECG device and Unity program

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