

Chung-Han Liang

✉ r09922a02@cmlab.csie.ntu.edu.tw |  [Chung Han Liang](#) |  [louislar](#) |

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

Experience

Research assistant

May 2020 – Jul 2023

Academia Sinica, Institute of information science

Remote, part-time intern

- Research on health data cleaning and preprocessing by optimization methods
- Preprocess ECG data into HRV features for further analysis

Substitute military service

Nov 2023 – Feb 2024

National Fire Agency, Rescue Command Center

Full time

- Receive and send official documents

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 0.035 s)

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

Skills

Programming Languages (used in projects): Python, C#(Unity)

Programming Languages (used before): Matlab, C/C++, R

Languages: Chinese, English

Developer Tools: Jupyter Notebooks, Git, VS, VS Code