

# KUO CHIEN TING

0984312930 | [nelsonkuo0430@gmail.com](mailto:nelsonkuo0430@gmail.com) | [github.com/NelsonKCT](https://github.com/NelsonKCT)

## PROFILE

Accountable and reliable team player with hands-on experience in AI, data analysis, and software development. Bold in exploring cutting-edge technologies; led and contributed to multiple large-scale projects. Self-motivated problem-solver who thrives under pressure, embraces growth mindset and continuous learning. Fluent in English; basic proficiency in Japanese and Korean, capable of adapting to multicultural environments.

## EDUCATION

<b>National Central University</b> B.S., Information Management <ul style="list-style-type: none"><li>Dean's Award, School of Management, 2023</li><li>Presidential Award, Department of Information Management (Fall &amp; Spring Semesters, Freshman Year)</li></ul>	<b>Taoyuan, Taiwan</b> Sep 2022 – Jun 2023
<b>National Central University</b> B.S., Computer Science and Information Engineering	<b>Taoyuan, Taiwan</b> Sep 2023 – Present
<b>Meiji University</b> Short-term Japanese Language Program, Winter <ul style="list-style-type: none"><li>Participated in a short-term international program focused on Japanese language and cultural exchange.</li><li>Engaged in collaborative activities with students from over 10 countries, strengthening cross-cultural communication and teamwork.</li></ul>	<b>Tokyo, Japan</b> Feb 2025 – Feb 2025

## EXPERIENCE

<b>beBit TECH, Engineering Intern</b> Leading consultancy and technology company in Asia. <ul style="list-style-type: none"><li>Analyzed over one million customer purchase records using Python and Pandas; identified key product trends and built a revenue prediction model with Scikit-learn that improved forecasting accuracy by 22%. Presented insights to Product Managers and supervisors to support strategic sales decisions.</li><li>Developed an AI-powered customer service chatbot using Python, web scraping, and Google's Gemini LLM; built a comprehensive product database and automated responses, significantly improving service efficiency.</li></ul>	<b>Jul 2024 – Aug 2024</b>
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## PROJECTS

<b>Math Question Game</b> <ul style="list-style-type: none"><li>Collaborated with Prof. Tseng from NCU Department of Mathematics to design and develop an educational math game tailored for elementary students, enhancing their interest in mathematics.</li><li>Developed using Unity game engine; incorporated AI to dynamically generate math problems tailored to students' individual skill levels.</li><li>Co-led a 4-person team including a planner, artist, and programmer; responsible for implementing core game features and designing the overall software architecture.</li></ul>	
<b>NCU APP</b> <ul style="list-style-type: none"><li>Participated in a student-led project developing a campus app to streamline access to essential university services and event information.</li><li>Led the development team in designing and implementing event creation and management features.</li><li>Took initiative to streamline UI design, improving usability and app navigation.</li></ul>	
<b>Secure Data Exchange System</b> <ul style="list-style-type: none"><li>Led the development of a platform that enables sensitive information sharing across organizations without exposing original content, by implementing cryptographic techniques such as Diffie-Hellman key exchange and Private Set Intersection; designed for inter-department collaboration.</li><li>Combined decentralized IPFS storage with encryption to prevent data leaks and ensure integrity.</li></ul>	

## SKILLS

**Programming Languages** C/C++, C#, Python, Java, JavaScript, TypeScript  
**Development Tools** Pandas, Scikit-learn, Git, Unity, Docker, React, HTML/CSS, SQL  
**Languages** Mandarin (native), English (TOEIC 850), Japanese & Korean (basic proficiency)