

KUO CHIEN TING

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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

National Central University	Taoyuan, Taiwan
Bachelor of Science, Computer Science and Information Engineering	Sep 2023 – Present
National Central University	Taoyuan, Taiwan
Bachelor of Science, Information Management	Sep 2022 – Jun 2023
<ul style="list-style-type: none">Dean's Award, School of Management, 2023Presidential Award, Department of Information Management (Fall & Spring Semesters, Freshman Year)	

EXPERIENCE

Software Engineering Intern	Jul 2025 – Present
Garmin	<i>Taipei, Taiwan</i>
<ul style="list-style-type: none">Maintained and enhanced 8+ B2B backend services for Asian markets; shipped Spring Boot API updates and fixes via Jenkins → Rancher to production.Recovered and stabilized a legacy POS dealer Android app (Cordova) after loss of source artifacts—rebuilt the environment, restored missing features, and returned the app to active use.Extended and refactored the POS Dealer Management system—delivered self-service capabilities for dealers and established reliable automated test and deployment pipelines.	
Engineering Intern	Jul 2024 – Aug 2024
beBit TECH	<i>Taipei, Taiwan</i>
<ul style="list-style-type: none">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.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.	

PROJECTS

Math Question Game
<ul style="list-style-type: none">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.Developed using Unity game engine; incorporated AI to dynamically generate math problems tailored to students' individual skill levels.Co-led a 4-person team including a planner, an artist, and programmers; responsible for implementing core game features and designing the overall software architecture.

NCU APP

- Participated in a student-led project developing a campus app to streamline access to essential university services and event information.
- Led the development team in designing and implementing event creation and management features.
- Took initiative to streamline UI design, improving usability and app navigation.

SKILLS

Programming Languages C/C++, C#, Python, Java, JavaScript, TypeScript
Tools Pandas, Scikit-learn, Git, Unity, React, HTML/CSS, SQL, Spring Boot, Docker, Jenkins, Rancher
Languages Mandarin (native), English (TOEFL 95 TOEIC 900), Japanese & Korean (basic proficiency)