



黃伯凱

C/C++

Python

Arduino

Deep Learning



慧榮科技股份有限公司 | 韌體工程師

交通大學 | 資訊工程研究所 碩士畢業

3~4年工作經歷 | 希望職稱：韌體工程師、演算法工程師

我的個性活潑熱情，喜歡面對挑戰，也熟悉如何與團隊有效率的合作。

1. 畢業於交通大學資工所
2. 於慧榮科技擔任韌體工程師 3 年
3. 熟悉 C/C++, Python

個人資料 男、28歲、役畢(2022/10)

就業狀態 在職中

主要手機 0932-732-142

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## 學歷

交通大學

2018/9~2020/10

資訊工程研究所 | 碩士畢業

中央大學

2013/9~2017/6

通訊工程學系 | 大學畢業

## 專長

### 程式語言

- C
- C++
- Python
- API Design

### 技能

- Machine Learning
- Deep Learning
- Arduino
- Unity

## 工作經驗

總年資 3~4年工作經歷



韌體工程師

2021/1~仍在職

慧榮科技股份有限公司 (IC設計相關業 500人以上)

韌體工程師 | 新竹縣竹北市

- 開發 & 驗證 TCG Spec 規範的 Security Feature
- 客製化 FW 需求
- 將 Feature 做成 Library 方便所有 Project 控管
- 撰寫自動化腳本提升工作效率

## 求職條件

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**希望性質** 全職工作  
**上班時段** 日班  
**可上班日** 2024/06/03  
**希望待遇** 面議  
**希望地點** 新竹縣市、苗栗縣竹南鎮  
**遠端工作** 對遠端工作有意願

**希望職稱** 韌體工程師、演算法工程師  
**希望職類** 韌體工程師、軟體工程師、通訊軟體工程師、演算法工程師  
**希望產業** 電子資訊／軟體／半導體相關業

## 語文能力

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### 英文

聽/精通 | 說/中等 | 讀/精通 | 寫/中等

TOEIC (多益測驗) 895

## 自傳

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### 【關於我】

我的個性活潑、熱情，大學時期參與過相當多的系上活動、營隊以及社團活動，其中也擔任過多次的組長與幹部，容易與人打成一片，也懂得如何與人溝通並分配工作。我從大學時期就開始擔任高中數學家教，目前已經有6-7年的經驗，這些經驗也培養出了我良好的表達能力。

### 【工作經驗】

我從 2021 在 慧榮科技擔任韌體工程師，在這期間除了開發 FW feature、客製化客戶需求、排除各種 FW bug 之外，我成功將 FW 驗證腳本模組化以便於未來開發新的腳本，也完成將特定 feature 從 FW 中獨立出來做成 library 的任務。

### 【自我期許】

FW engineer 必須要熟悉 FW 架構才有辦法進行開發，雖然進入不同領域學習新的架構並不容易，但我認為面對新的挑戰才能不斷提升自己，也期許自己能迅速熟悉並掌握新的架構以成為即戰力。

個人連結: <https://pkhuang-tw.github.io>

Github: <https://github.com/PKhuang-TW>

I am a lively and enthusiastic person. In college, I have participated in many camps and clubs, and I served as an event leader to plan activities many times. Therefore, I am very familiar with communicating with a team and find solutions that everyone can accept. Also, I have 6-7 years of tutoring experience, which has helped me to improve my communication skills.

I have been working as a **firmware engineer** at SiliconMotion since 2021. During this time, I have developed firmware features, customized requirements, and fixed various of firmware bugs. I have also modularized verification scripts to make developing new scripts easier. Additionally, I have extracted features from firmware and transplanted them into libraries.

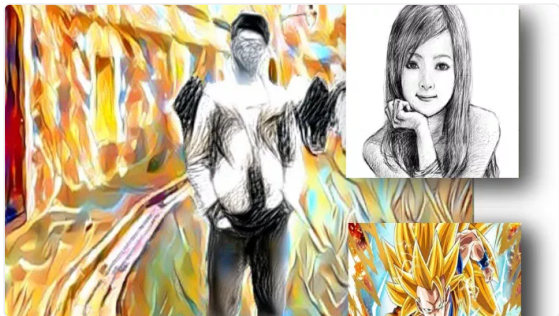
Although, as a firmware engineer, it is not easy to switch to a different product line, I believe that facing new challenges can help me to improve myself constantly. In the futher, I hope I can learn and master new architectures quickly to become a valuable asset ASAP.

Personal Link: <https://pkhuang-tw.github.io>

Github: <https://github.com/PKhuang-TW>

## 專案成就

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### Multi-Style Transfer

2019/5~2020/7

This project is aimed to transfer different semantic objects in one image into different styles.

[前往查看 >](#)

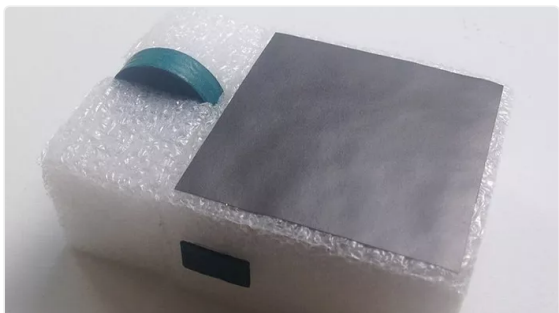


### Enchanter

2019/4~2019/6

This is a Multiplayer VR Game with Gesture Recognition. Players fight against each other by casting magic spells drew by their VR controller.

[前往查看 >](#)



### Love is in the Air

2018/9~2019/1

Some of the couples might be disappointed by the distance. We conduct an interview and build up an affinity wall to solve this problem. A special mouse is our design solution after creating personas.

[前往查看 >](#)



### Music Box

2020/1~2020/3

This is a Self-Made Music Box built with Arduino. Music will be read through SD module and output by a 8-Ohm 2W speaker. Buttons on the box supports Play/Stop, Next/Previous.

[前往查看 >](#)



### iRing

2019/11~2019/12

This is a intelligent ring using Infrared Reflection. 4 IR sensors are attached on the 3D-printed Ring. iRing is able to recognize current states in real time.

[前往查看 >](#)



### CoinForest

2019/9~2019/10

This is a PC Game built by Unity 3D. There are 10 coins in the world, player can either play again or exit after collecting all the coins.

[前往查看 >](#)