CHIH-CHENG REX YUAN

hello@rexyuan.com

EDUCATION

National Taiwan Normal University

2014 - 2019

B.S. in Computer Science and Information Engineering

FLOLAC Summer School at National Taiwan University

2017, 2018, 2019

CONFESTA Summer School at University of Chinese Academy of Sciences

2018

EXPERIENCE

Institute of Information Science, Academia Sinica

Taipei

Research Assistant

2023 -

- · Generative AI research: program synthesis experiments with ChatGPT and Frama-C.
- · AI fairness research: development of an AI auditing framework.

The News Lens
Software Engineer
2023

· Website development in JavaScript with Next.js.

· LLM integration with LangChain.

SiFive Hsinchu
Hardware Engineer 2022 - 2023

- · Maintenance of assertion-based verification monitors of the cache communication protocol TileLink2 in Chisel of Scala
- · Development of regression automation tools for system validation in Bash and Perl.

Formal Land
Software Engineer
2022

· Formal verification of the OCaml codebase of Tezos economic protocol Jakarta in Coq.

Institute of Information Science, Academia Sinica

Taipei

Research Assistant

2019 - 2022

- · Developed bit-level hardware verification safety algorithm based on algorithmic boolean learning and its implementation which solves about 300 of 747 instances in HWMCC10 benchmark. Optimized implementation with improved algorithm which combines learning and interpolation method solves about 400 instances.
- · AIG input parser, solver interface, program data structures, profiling and logging, memory arena, and backend algorithm engines are independently implemented in C++ with minisat.

Institute of Information Science, Academia Sinica

Taipei

Adjunct Research Assistant

2017 - 2019

- · SAT-solving non-trivial reduction of Poset Cover Problem for Message Sequence Chart synthesis implemented in Python with z3.
- · NP-hardness of k-anonymity Checking Problem and a randomized algorithm thereof for the 2010 Taiwanese Population And Housing Census data implemented in Python with MySQL.

PUBLICATION