李聿宸 (Yu Chen Lee)

Computer Science Student at National Tsing Hua University

eason.yuchen.lee@gmail.com +886 903-719-328

github.com/Windmill10 yuchen-lee-47a892356

About Me

Computer Science student with a strong foundation in systems development, machine learning, and hardware programming. At NTHU, I've developed skills ranging from low-level hardware programming to high-level application development. I enjoy tackling technical challenges and implementing creative solutions. Currently focused on mobile application development, machine learning, and web technologies. I am seeking an opportunity with LINE's Tech Fresh program to contribute my technical skills while gaining valuable industry experience.

Education

National Tsing Hua University, Hsinchu, Taiwan *Expected June 2027*
Bachelor of Science in Computer Science GPA: 3.89/4.30
Relevant Coursework: Data Structures, Algorithms, Machine Learning, Web Development

Technical Skills

Programming Languages	C++ (Advanced), C, Python (Intermediate), Rust, Verilog, HTML/CSS (Familiar)
Frontend Development	React.js, HTML5, CSS3, Streamlit
Machine Learning & AI	PyTorch, Diffusion Models, HuggingFace models, Audio processing (librosa, torchaudio)
Hardware Development	FPGA Programming, SystemVerilog HDL, Xilinx Vivado, State machine architecture
API & Integration	RESTful API integration, OAuth authentication, Spotify Web API
DevOps & Tools	Git/GitHub, Anaconda, Linux, Terminal UI development

Featured Projects

Bird Vocalization Generation Using Diffusion Models *Sep 2024 - Dec 2024*

A group machine learning course project that generates realistic bird vocalizations using advanced generative models.

- Implemented data preprocessing pipeline and integrated HuggingFace sound recognition models
- Designed model pipeline, trained diffusion models, and handled inference/audio post-processing
- Led technical demonstration and delivered final project presentation to faculty panel

- **Technologies:** Python, PyTorch, Streamlit, librosa, torchaudio
- **Link:** github.com/Windmill10/ML_diffusion

Spotify CLI *Nov 2022 - Feb 2023*

A command-line interface for Spotify built from scratch in Rust, enabling efficient daily music management without leaving the terminal.

- Developed a terminal-based Spotify client with search, playback, and playlist management
- Implemented OAuth token refresh mechanism for seamless Spotify API integration
- Built responsive terminal UI with async operations for improved user experience
- **Technologies:** Rust, Spotify Web API, Terminal UI libraries
- **Link:** github.com/Windmill10/Spotify_API_2

Slapjack Card Game on FPGA *Sep 2024 - Dec 2024*

Digital version of the Slapjack card game on dual FPGA boards, demonstrating hardware design skills and real-time systems development.

- Designed and implemented multiplayer game on dual FPGA boards with custom protocols
- Created state machine architecture for game logic with different difficulty levels
- Developed VGA controller for graphical output and custom 8-bit music synthesizer
- **Technologies:** SystemVerilog HDL, Xilinx Vivado, Python
- **Link:** github.com/Windmill10/HD_projects

Achievements & Certifications

- **Academic Excellence:** A+ in Introduction to Programming II and Competitive Programming
- **Strong Performance:** A in Logic Design, Data Structures, Machine Learning
- **TOEIC 965** - Test of English for International Communication (2021)

Leadership & Extracurricular Activities

HackMeiChu Development Team (2025) - Vue frontend development for event website

DIGITIMES Hackathon Attendee (2025)

Languages

Mandarin Chinese Native

English Professional Working Proficiency (TOEIC 965)

Interests

Competitive programming, mini-app development, algorithmic problem-solving, quantitative finance, music production

References available upon request