

Rajesh

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## EDUCATION

SE University ME (GPA 4.03 / 4.3) Sep. 2021 - Exp. Jun, 2023,

[MS student of Science in Computer Sciences (Institute of Multimedia Engineering) Hsinchu, Taiwan

- + Concentration: internet of Things (IoT), Web Development (Python, Flask, Vue, SQL)
- + Courses: Advanced Algorithms, Computer Graphics, Image Processing, Advanced Programming in UNIX

ERE University - MME (GPA 3.7/4.0) Sep. 2017 - Jun. 2021

Bachelor in Mathematics (Double major in Computer Science) Taoyuan, Taiwan

- + Courses: Data Structure, Operating System, Assembly, Discrete Mathematics, Advanced Calculus, Algorithms

## PROFESSIONAL EXPERIENCE

Institute of Information Science 0 Jul. 2020 - Aug. 2020

Research Assistant Intern (python, tmux) Tatpel, Taiwan

- + Implemented simulation program of the Multicast Segment Routing (MMSR) algorithm and the Segment Tree Routing and Update Scheduling (STRUS) algorithm,
- + The paper was proposed in IEEE "Multicast Traffic Engineering with Segment Trees in Software Defined Networks"
- + The control overhead of STRUS is 20 - 80 % lower than other algorithms.
- + The video re-buffering time of STRUS is 17 - 65 times shorter than others.

Seminar in Computer Science Department in IL Feb. 2019 - Jun. 2020,

Project Team Member In Lab - collaborate with hospital Taoyuan, Taiwan

= Swallowing System (Unity, C#, python)

- + Implemented game system to help diagnosis and to assist patients who have difficulties in swallowing, Brain Wave Monitoring Game System in virtual reality (VR, Unity, C#)

- + Use brain wave system and games to train the attention of children with Attention Deficit Hyperactivity Disorder
- + Participated in TANET 2019 Taiwan Internet Symposium and published paper.

## SKILLS

- + Languages : C++, C, Python, Java, C#, SQL, HTML, CSS, Javascript, Matlab

- Framework / Tools : Git, Flask, Bootstrap, Postman, Linux, Docker, Unity, ita, Noto, Tello, Figma, Miro
- + Speaks : English (TOEFL 88), Chinese (nave) - Others : UX and Usability Evaluation (Partner with Turing)

## PROJECTS

Simple instruction-level debugger (C, Assembly, UNIX) Feb, 2022- Jun, 2022

- + Implement a simple instruction-level debugger in C.

Allows user to debug a program interactively at the assembly instruction level.

Color Contact Lens Detection Feb. 2020 - Jun. 2020

- + Deep Learning in Biometric Anti-Counterfeiting Identification, using Mask P-CNN to detect images.
- + The capture accuracy reaches 99.1%, and the recognition accuracy rate reaches 96.4%,

Teaching platform for Python and Calculus (Laravel, HTML/CSS, Javascript, PHP) Jul 2018 Aug. 2018

- + A website that allows faculty and students to upload, view, download assignments and input feedback questions.
- + Lead a team of 3 part-time assistants to complete this platform for hundreds of users.

Skills Examples Steps Checklist