

Marx YEH, YOU-MING

Software Engineer

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Taiwan

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EDUCATION

•National Taiwan University

July 2021-Present

Information Management

GPA: 4.26

Key Courses: Web Programming, Text Mining, Data Mining, Machine Learning, Deep Learning, Computer Vision, Operation Research, Social Media Analysis, etc

EXPERIENCE

•Chungwa Telecom Laboratories (Work)

UI/UX, Frontend, Backend, Database, Devops

Full Stack Developer Intern

Jul. 2023 - Aug. 2023

- Developed a backend system from scratch for dining restaurants, managing reservations data for 100+ branches and processing thousands of data entries.
- Integrated modern UI/UX, DevOps, and full-stack technologies.

•PDOGS Judge (School)

Docker, GitLab CI/CD, Jenkins, Nomad

DevOps Developer

Jul. 2023 - Aug. 2023

- Utilized DevOps tools (Docker, GitLab CI/CD, Jenkins) and designed CI/CD pipelines for PDOGS, a school judging system, enhancing deployment efficiency and reliability.
- Designed the Backend and the Judge Core CI/CD pipeline for PDOGS, and used Nomad to orchestrate the deployment.

•NTU ArtFest Riddle City Project Manager and Developer (Other)

Next.js, PostgreSQL, SupaBase, SEO

Full-Stack Developer and Project Manager

Feb. 2024 - Mar. 2024

- Developed a customized interactive game platform using Next.js, and PostgreSQL.
- Received over 300+ players within a week

•toVoice.co (SaaS)

SaaS, Web Development, Marketing, Business Development, LangChain, DSPy

Solopreneur and Product Owner

July. 2024 - Present

- Developed a SaaS platform for content creators to convert text to voice using cutting-edge LLM, RAG, TTS technologies.
- Managed the development, marketing, and business development all by myself.

WORKS

•Production Scheduling Optimization

June. 2024

Utilizing Operations Research to optimize the company's production schedules. [Link](#)

- Developed a production scheduling optimization system using Python and Gurobi, which significantly improved the company's production efficiency and expected to save over millions of dollars.
- Formulated the problem as a MILP model and implemented the Gurobi model, heuristic algorithms, and a comprehensive system for company as deliverables.

•Deep Learning for Geoguessr

Apr. 2024

Deep learning approaches on Geoguessr game. [Link](#)

- Engineered and designed comprehensive approaches and pipelines for deep learning models to predict the location of Geoguessr images.
- Experimented with various deep learning models, including ViT, MobileNet, embedding-based KNN models, and ensemble models, to achieve 62% accuracy.

•Hackathon Winning Project

Jan. 2024

A project that won the prize in a ANU-NTU Students Hackathon Competition.

- Proposed a comprehensive framework for generating montage using RAG and GAN, which won the prize in the ANU-NTU Students Hackathon Competition.
- Implemented the project using cutting-edge technologies, including LangChain, RAG, and GAN, to generate montages on iterative feedback.

TECHNICAL SKILLS AND INTERESTS

Frameworks: Next.js, FastAPI, React, Express, Flask, Gin, Pytorch, LangChain, iOS

Tools: React Native, GitLab, Electron, Git, Docker, Nomad, Figma, Kubernetes, Unity, Selenium, Gurobi, Azure, GCP

Coding Languages: C, C++, C#, Python, TypeScript, R, SQL, Golang

Soft Skills: Project Management

Areas of Interest: Tech blogging (attracting thousands of visitors), exploring emerging technologies and software development trends.