

# 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, Vercel

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

### •Programming Design and Optimization 2023 (School)

Web Programming, Cloud Computing, Problem Setting

System Maintainer and Problem Creator

Jan. 2023 - May 2023

- Developed and maintained PDAO 2023 website, effectively attracting hundreds of participants.
- Set up Cloud Engine and managed the contest leaderboard for a programming contest, supporting an unprecedented user base of 200 participants.

## 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.