

# Curriculum Vitae of Po-Sheng Cheng

Bechalor of Science in **Bio-Mechatronics Engineering** and Bechalor of Arts in **Economics**, National Taiwan University (NTU).

## Experiences

### Electromechanical Engineering Intern, Logitech

UX survey, mechanics design

- Feb. - Jun. 2022
- I proposed an innovative keyboard switch, then conducted a UX survey with 50 interviewees to understand its target audience and lastly designed three working prototype to demonstrate the technology.
- Besides statistics with R for the UX survey, my engineering capabilities including modeling with Creo, SLA/3DP prototyping, electromagnet and microcontroller circuits design and stepper motor control were involved.

### College Student Researcher, NTU

Software development, system integration

- Jul. 2021 - Feb. 2022. A self-managed research project funded by Natinoal Science and Technology Council (NSTC).
- I developed a novel spectral mapping system named HSI that integrates several electrical/optical components with LabVIEW software development environment.
- I won the following awards with this project:
  - **2021 Technology Innovation Award** by CCMS, NTU
  - **College Student Research Creativity Award** by NSTC of Taiwan

### Project Lead, Bio-Electromagnetics Laboratory, NTU

Electrical system integration, mechanics design

- May. 2020 - Jul. 2022
- I designed a IoT machine to monitor the amount of bugs in farm fields with inhouse-designed controller board and mechanics.
- Technical aspect involved mechatronics, IoT with Arduino (XBee), PCB design (Altium), Python, SolidWorks, Raspberry Pi, MySQL.

## Competitions

### Championship, 2021 National Thesis Competition for College Students

Covid-19's Impact on Online Video Streaming Platform from The Perspective of Consumer Preference.

**Po-Sheng Cheng**, Ming-Chieh Chang, Hsuan-Yu Chou and others.

- Feb. - Apr. 2021
- I used a survey and regression analysis to understand how customer's preferences for online video streaming platform changed during the pandemic.
- We showed a surprising results that customers didn't find those platforms more appealing despite the pandemic forcing them to use those platforms more. This could partly explain the recent turmoil in the video streaming industry.