

Jui-Yu (Benson) Wang

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EDUCATION

- National Yang Ming Chiao Tung University** Hsinchu, Taiwan
B.S. in Computer Science Jul. 2022 - Present
Relevant Courses: Linear Algebra, DS & OOP, Algorithm, Probability, Competitive Programming, Computer Networks, Network Programming, System Administration, Intro. to AI, Computer Organization, Computer Security Capstone, Compiler Design, Advanced Programming in the UNIX Environment, Cloud Native Development: towards Best Practice, Cryptography Engineering

EXPERIENCES

- NYCU 2024-Spring Competitive Programming(I) Course**
Teaching Assistant Feb. 2024 - Jun. 2024
In this role, I contributed to creating challenging problems, developing test cases, and maintaining curriculum balance, thereby enhancing my skills in competitive programming, content creation, and collaborative education.
- NYCU 2024-Autumn Introduction to Algorithms Course**
Teaching Assistant Sep. 2024 - Present
In this role, I have contributed to the course by designing challenging problems, creating hands-on assignments, and providing support to students. My role also involves grading assignments and assisting with exam preparation.

PROJECTS

- Dungeon - Text-based User Interface Game** ([Repo](#)) *C++, Object-Oriented Programming, Git*
The midterm project for the DS & OOP course. The project enhanced my skills in C++ and OOP, as well as in solving complex problems and designing large-scale programs.
- C General.io - Text-based User Interface Game** ([Repo](#)) *C/C++, Linux, Network Programming, Sockets, Git*
The final project for the Intro. to Network Programming course. This is a terminal-based, multiplayer strategic game, inspired by a popular online game. I've earned skills in network programming, including TCP/IP socket programming, client-server architecture, and concurrent server management in C and C++.
- NYCUCSTIX** ([Repo](#)) *Python, FastAPI, WebCrawler, TypeScript, React, MongoDB, Nginx*
This is a course website designed for the NYCUCS Camp, aimed at teaching high school students how to build a basic web crawler. To achieve this, we created a simple ticket booking website as a hands-on example. The frontend is built with React, TypeScript, and Vite, while the backend is powered by Python, FastAPI, and MongoDB.

AWARDS

- NYCU 2022 Programming Contest New Student Contest: Rank 2**
- The 2022 ICPC Asia Taoyuan Regional Programming Contest: Rank 22 (Silver Award)**
- NYCU 2023 Programming Contest Annual Contest: Rank 4**
- 2023 HP CodeWars University Group: Rank 1**
- Fundamental Course Award:** Data Structure and Object-Oriented Programming, Introduction to Algorithm

EXTRACURRICULAR ACTIVITIES

- NYCU Programming Challenging Contest Association**
Member Sep. 2022 - Present
As an participant in competitive programming contests, I have demonstrated strong analytical and problem-solving skills. Our team's awards are documented in a GitHub [repository](#). This experience has honed my proficiency in Algo, DS and coding under pressure, showcasing my dedication to continuous learning in computer science.
- Information Group of NYCU Computer Science Student Association**
Leader Sep. 2024 - Present
As a leader, I contribute to maintaining and updating our department's website, ensuring it provides up-to-date and relevant information for students and faculty. This role involves close collaboration with team members to enhance website functionality and user experience, utilizing technologies and tools hosted on our organization page.
- Kronos Research x NYCU SDC Quant. Training Program**
Student Sep. 2024 - Present
I am learning how to use APIs to trade with exchanges, process data, and construct basic trading strategies. In the future, I plan to learn how to develop Alpha models and implement taker and maker strategies.

SKILLS

- Programming Languages:** C, C++, Python, TypeScript
- FrameWorks, Libraries and Database:** FastAPI, React, MongoDB
- DevOps & Tools:** Docker, Unix, Git, CI/CD