Hung-Chih Chen

(NTHU EECS, graduate in 2022)

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Self Introduction

I have been a person who has always been fascinated by modern technology since I was a child. Seeing a bunch of cool new stuff, I really want to be a person who has brilliant ideas that can change millions of people's life.

For the purpose of achieving my life goal, I found that majoring in computer science is the most suitable way to achieve it. With the knowledge of CS, we can develop a tremendously clever system that makes our life more convenient, such as the recommendation system, speaker recognition system and automatic classification system, etc.

Project Experience

- Using parallel computing algorithm to speed up All Pair Shortest Path algorithm(designed in CUDA)
- Using FPGA board to speed up CNN (using pynq)
- Using LPWAN to analyze the activity of the dormitory
- Develop a new app called "Happy Monster", which is aimed to remind people to record their life. (Mostly in backend design and some front end design)
- Build a recommendation system via the data of streaming media
- Build a 3D games of fighter aircraft game which won the Best Creative prize in Innovation Game Design held by NTHU, NTU, and several universities. (made with Unity)
- Implement RL on Flappy bird to let it fly over the pipe automatically

Extracurricular

- Under the position of Financial Officer in student union of Undergraduate Program of Electrical Engineering and Computer Science.
- Under the position of Activity & Curriculum Design Manager of 2020 Aborigional Vacational Camp held by NTHU Alborigonal Culture Club.
- Under the position of Activity Manager in NTHU Residential College (2019 Academic Year)