




CHANG CHU-MING

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 1526 Arch Street, Berkeley, CA 94708

EDUCATION DETAILS

University of California, Berkeley

August 2017 – May 2018

- Master of Engineering degree in Electrical Engineering and Computer Science (Visual Computing & Computer Graphics)
 - Coursework: Theory and Applications of Virtual Reality and Immersive Computing, Machine Learning
 - **Capstone project: Augmented Reality and Virtual Reality**

National University of Singapore

August 2014 – June 2017

- Bachelor of Engineering degree in Electrical Engineering, First-Class Honors (GPA: 3.8)
 - Coursework: Data Structures and Algorithms Accelerated, Programming Methodology, Programming for Computer Interfaces, Introduction to Artificial Intelligence
 - **Thesis: Discovering Autism Spectrum Disorder (ASD) subtypes by machine learning of MRI data**

External Coursework

- Concurrent Programming and Operating Systems, Introduction to Computer Vision

EMPLOYMENT

Huawei Technologies

Research Intern, SHIELD Lab

June – September 2016

- Conducted research on 5G LTE vehicle-to-everything (V2X) communications
- Effectively analysed and summarised existing standards, including IEEE 1609.2, and provided security recommendations for new standards proposed
- Contributed to one of Huawei's patents on 5G vehicular network

Razer (Asia Pacific) Pte Ltd

Software Engineer, part-time, Quality Assurance

February – April 2014

- Streamlined process of testing new products by creating an online inventory system for employees to log item transactions
- Improved efficiency of product testing by implementing an automated testing framework

K-Link Technologies

Intern

November – December 2008

- Intern at K-Link Technologies in Tsingchu, Taiwan
- Implemented user interface to control camera movements for a video surveillance program

INDEPENDENT TECHNICAL PROJECTS

Projects

- **Subtle Safety (2017 – present)** – Reliably predict drivers' fatigue level by combining machine vision and steering wheel analysis
- **eyeSky (2015)** – Quadcopter which reconstructs 3D models of objects or buildings
- **3Dify (2015)** – Web app which reconstructs 3D models based on 2D images uploaded by users
- **Scheduleit! (2014)** – Scheduling web app
- **Just Another Tower Defense (2012)** – Cross-platform tower defence game

ADDITIONAL EXPERIENCE AND AWARDS

National University of Singapore

- Top Student in Electrical Engineering (AY2014/2015) (ST Engineering Award)
- Deans List (AY2015/2016 Semester 1)
- Coreteam on NUS Hackers – Organized hackathons and hacking-related events, managed relations with industry sponsors
- Global Engineering Programme & Scholarship

SKILLS, LANGUAGES AND TECHNOLOGY

Languages

- Fluent in both English and Chinese (Spoken and written)

Software

- C
- C++
- Java
- Javascript
- HTML
- Python

Technologies

- Unity
- Eclipse & Android Studio
- Node.js & Redis
- OpenCV
- Matlab
- Amazon Web Services

Prototyping

- Arduino / ESP8266
- Raspberry Pi / Banana Pi
- oDroid

Hardware

- VHDL / Verilog
- ARM architecture