

SKILLS

Programming Languages	C/C++, C#, Java, Javascript
Human-computer Interactions	Arduino (C/C++), Unity3D (C#), Processing (Java), SteamVR, LeapMotion, MRTK, Android Studio, User Study Design, Survey Methods, Usability Testing
Front-end Development	Javascript, HTML, CSS, JQuery, Ajax
Tools & Soft Skills	Git, Jira, Confluence, Team Collaboration, Time Management, Adaptability

WORK EXPERIENCE

- Firmware Engineer, Phison Electronics Corporation** *Jun. 2022 - now*
 - Developed and maintained manufacturer self-testing firmware for SSD modules to perform stress and performance tests, ensuring the reliability of NAND flash and controllers.
 - Collaborated with cross-functional teams to optimize the testing process.
 - Oversaw the execution of tests and reported validation results on designs and solutions, ensuring deliverables met quality standards and build goals.
 - C, Git, Jira, Confluence
- AR / VR Software Engineer, AU Optonics Corporation** *Jul. 2021 - May. 2022*
 - Developed AR/MR applications using HoloLens 2 to enhance employee training efficiency.
 - Integrated a haptic device to deliver tactile feedback, enhancing the sense of realism and immersion.
 - C/C++ (Arduino), C# (Unity3D), MRTK, PTC Vuforia
- Front-end Developer, WebComm Technology Corporation** *Aug. 2020 - May. 2021*
 - Developed and maintained features to increase the transfer limit and enable the purchasing of overseas bonds in Fubon Bank's mobile app.
 - Designed the user interface based on specifications and utilized jQuery Ajax to call RESTful API data.
 - HTML, CSS, Javascript, jQuery, Ajax
- Research Assistant, NCTU** PI: Prof. Da-Yuan Huang *Sep. 2018 - Sep. 2019*
 - Contributed to Human-computer Interaction research projects, with 3 accepted at top HCI conferences.
 - C/C++ (Arduino), C# (Unity3D), Processing (Java), SteamVR, LeapMotion

EDUCATION

- National Taiwan University of Science and Technology (NTUST)** *GPA 3.73/4.3* *2017 - 2019*
M.S. in Computer Science and Information Engineering. Advisor: Da-Yuan Huang, Bing-Yu Chen.
- National Yunlin University of Science and Technology (NYUST)** *GPA 3.02/4.3* *2011 - 2015*
B.S. in Computer Science and Information Engineering.

PUBLICATIONS

- Gaiters: Exploring Skin Stretch Feedback on Legs for Enhancing Virtual Reality Experiences.** *ACM CHI' 19*
 - Enhanced 58.6% of immersion in VR by a wearable device that generated skin stretch feedback.
- Masque: Exploring Lateral Skin Stretch Feedback on the Face with Head-Mounted Displays.** *ACM UIST'19*
 - Designed and implemented an array of modules to provide haptic feedback for enhancing 28.5% of immersion.
- Aarnio: Passive Kinesthetic Force Output for Foreground Interactions on an Interactive Chair.** *ACM CHI' 18*
- PuPoP: Pop-up Prop on Palm for Virtual Reality.** *ACM UIST' 18*
- ElastiLinks: Force Feedback between VR Controllers with Dynamic Points of Application of Force.** *ACM UIST' 20*