

CHI-I HUANG (JASON)

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EDUCATION

National Taiwan University

Sep 2009 - Jun 2013

B.S. in Computer Science and Information Engineering

Taipei, Taiwan

- Overall GPA: 3.79/4.0, Major GPA: 3.93/4.0
- Coursework: Machine Learning, Multimedia Analysis and Indexing, Data Structures and Algorithms, Cryptography, Compiler Design, Formal Languages and Automata Theory

Continuing Education, Online Certifications

Jan 2015 - Jul 2015

- *Mining Massive Datasets, Stanford University [\[pdf\]](#)
- Introduction to Big Data with Apache Spark, the University of California, Berkeley [\[pdf\]](#)
- Design and Development of Games for Learning, the Massachusetts Institute of Technology [\[pdf\]](#)
- Gamification, the University of Pennsylvania [\[pdf\]](#)

*: Statement of Achievement with Distinction

WORK EXPERIENCE

Wavenet Technology Co., Ltd.

Feb 2015 - Present

Software Architect

Taipei, Taiwan

- Led a 4-member team to pioneer edge-cutting Big Data technologies.
- Developed a multi-threading web service for real-time bidding (RTB) to suffice the requirement that 99% of the bid requests are replied within 100ms with 1000 QPS.
- Designed a bidding strategy to minimize cost per click (CPC) according to click prediction models while spending campaign budget smoothly.
- Designed an automated update process to regularly train and deploy the prediction models with Spark machine learning library.
- Designed an automated bidding report generation pipeline with MapReduce to calculate high dimension bidding insights from 10 million data per day.

Air Force

Jun 2013 - May 2014

Airman, Mandatory Military Service

Taiwan

- Provided a group commander with private administrative and clerical aid.

InfoKeyVault Co., Ltd.

Jul 2011 - Aug 2011

Programmer, Intern

Taipei, Taiwan

- Analyzed endurance of security USB tokens after executing encryptions and decryptions over 1,000,000 times via Visual Studio
- Cooperated with an e-commerce company on a Java gift card system project

SELECTED PROJECTS

Crazy Fruit Market [\[link\]](#)

Apr 2015 - Jun 2015

Advanced Vocabulary Learning Game

- Crazy Fruit Market is a piece of coursework of Design and Development of Games for Learning, MIT.
- Facilitated the learning process of ESL learners of advanced English vocabularies.
- Built a cross-device game by introducing the Cocos2d game engine.
- Facilitated deployment process and environment setup by containerizing the project into Docker images.
- Built up a game development chain from scratch, including art design, educational material design and software engineering.
- Cocos2d, JavaScript, GIMP, Docker

Face Annotation [\[link\]](#)

Jul 2012 - Jun 2013

Web-based Facial Data Annotation Tool

- Provided 4,000+ facial data in Hao-Ting Chang's master's thesis, "Context-augmented profile face attributes detection".
- Developed visual markers to mark face and eye positions by dragging and dropping the markers.
- Documented the whole architecture and detailed programming guides on the project website, guiding site administrators to install, configure and customize their own facial data annotating websites.
- HTML5, JavaScript, PHP, MySQL

Eventy

May 2012 - Dec 2012

Social network startup which attracted 200 users in 2 weeks

- Activated Chinese indexing in our search engine via the Chinese segment algorithm within Coreseek.
- Achieved real time index update, which updates index every 5 minutes.

Machine Learning [\[link\]](#)

Nov 2012 - Jan 2013

Team Competition on Course

- Predicted with AUC 0.74 from 90,000 72-dimensional missing value data.
- Improved ranking from the 46th to the 37th by adapting a new method to fill missing data via Amelia.
- Improved ranking from the 37th to the 30th by utilizing the k-NN learning algorithm.
- Analyzed performance of several algorithms, such as LIBLINEAR, LIBSVM and k-NN.

SKILLS

- Programming: JavaScript, NoSQL, Spark, C, Java, Python, Docker
- Languages: English (fluent), Japanese (basic), Chinese (native)
- Standardized Tests: GRE (V160, Q167, AWA3.5), TOEFL iBT (107), TOEIC (885)