

# CHI-I HUANG (JASON)

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## EDUCATION

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### National Taiwan University

Sep 2009 - Jun 2013

B.S. in Computer Science & Information Engineering

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

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

## EXPERIENCE

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### Wavenet Tech Inc.

Feb 2015 - Present

*Full-stack Node.js engineer*

Taipei, Taiwan

- Developed multi-threading non-blocking IO web service for real-time bidding (RTB).
- Built RTB platform 99% requests responded under 100ms with 1000 QPS
- Optimized and maintained reporting system which calculates bidding insights from 10 million data per day.
- Data Analysis via Apache Spark & Hadoop Multi-node cluster.
- Designed conversion contribution calculation kernel.

### Republic of China Air Force

Jun 2013 - May 2014

*Orderly, Mandatory Military Service*

Taiwan

- Provided group commander with private administrative and clerical aid.

### InfoKeyVault Tech

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 electronic commerce company on a Java gift card system project

## SELECTED PROJECTS

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### Crazy Fruit Market

Apr 2015 - Jun 2015

*Advanced Vocabulary Learning Game*

- Course project of Design and Development of Games for Learning, MIT

- Facilitated the learning process of ESL learners for advanced English vocabularies.
- Capable of playing the game on cross-platform play via HTML5 touch event.
- Facilitated deployment process by containerizing the project into Docker image.
- Build up a game development chain, from art design, educational material design to software engineering.
- Cocos2d-js, JavaScript, GIMP, Docker

### **Face Annotation**

Jul 2012 - Jun 2013

*undergraduate project*

- Face Annotation is a concurrent web-based tool for annotating 4,000+ facial data simultaneously.
- Provided significant data in Hao-Ting Chang's masters thesis, Context-augmented profile face attributes detection.
- Developed online visual marker to mark face and eyes positions via JavaScript and HTML5.
- Created documentation website guiding users installation, configuration and customizing their own facial data annotating website.

### **Eventy**

May 2012 - Dec 2012

*startup*

- Eventy was a social network service (SNS), which attracted nearly 200 users in 2 weeks.
- Activated Chinese indexing in search engine via Chinese segments algorithm within Coreseek.
- Achieved real time index update, which updates index in every 5 minutes.

### **Machine Learning Class Competition**

Nov 2012 - Jan 2013

*team project*

- Predicted with accuracy of 74.2% from 90,000 72-dimensional missing value data.
- Improved ranking from 46<sup>th</sup> to 37<sup>th</sup> by adapting new method to fill missing data via Amelia.
- Improved ranking from 37<sup>th</sup> to 30<sup>th</sup> by utilizing k-NN learning algorithm.
- Analyzed performance of several algorithms, such as LIBLINEAR, LIBSVM and k-NN.

## **PROGRAMMING SKILLS AND TOOLS**

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