

# CHI-I HUANG (JASON)

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## EDUCATION

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**National Taiwan University**, Taipei, Taiwan

Sep 2009 - Jun 2013

- B.S. in Computer Science & Information Engineering
- Overall GPA: 3.79/4.0, Major GPA: 3.89/4.0
- 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
- Introduction to Big Data with Apache Spark, the University of California, Berkeley
- Design and Development of Games for Learning, the Massachusetts Institute of Technology
- Gamification, the University of Pennsylvania

\*: Statement of Achievement with Distinction

## WORK EXPERIENCE

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**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).
- Optimized NoSQL queries to suffice the requirement that 99% of the responses should be under 100ms with 1000 QPS.
- Optimized and maintained a reporting system to calculate high dimension bidding insights from 10 million data per day.
- Deployed and maintained computation resources on Spark and Hadoop cluster.

**The Republic of China Air Force**

Jun 2013 - May 2014

*Airman, Mandatory Military Service*

Taiwan

- Provided a 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 an e-commerce company on a Java gift card system project

## SELECTED PROJECTS

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### **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

*undergraduate project*

- Face Annotation is a concurrent web-based tool for annotating data simultaneously.
- 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

*Start-up*

- Eventy was a social network service (SNS), which attracted nearly 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**

Nov 2012 - Jan 2013

*Team Competition on Course*

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

## SKILLS

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- 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)