

# Chi-Jui Wu | CURRICULUM VITAE

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WEBSITE <http://chijuiwu.space>  
GITHUB <http://github.com/cjw-charleswu>

## EDUCATION

- 2015 - 2016 **MRes. Computational Statistics and Machine Learning**, *Distinction*  
**University College London** (United Kingdom)  
Publication: [C.1]  
Supervisors: Nicolai Marquardt, Steven Houben
- 2011 - 2015 **BSc. Computer Science**, *First-Class Honours*  
**University of St Andrews** (United Kingdom)  
Publication: [J.1]  
Supervisor: David Harris-Birtill
- 2007 - 2011 **High School Diploma**, *3.71/4.0 GPA*  
**American International School of Guangzhou** (China)

## EMPLOYMENT & RESEARCH EXPERIENCE

- 12/2016 - 01/2018 **English teaching assistant** (Taiwan)  
Teaching in remote rural areas in Taiwan as substitute military service.
- 06/2015 - 09/2015 **Research internship at University of St Andrews** (United Kingdom)  
*Software recomputation* ([recomputation.org](http://recomputation.org)), *virtual machines*, *continuous integration*.  
Supervisor: Ian Gent
- 06/2014 - 09/2014 **Research internship at University of St Andrews** (United Kingdom)  
*Group collaboration user interfaces*, *depth-sensing data visualization*.  
Supervisors: Aaron Quigley, Per Ola Kristensson

## PUBLICATIONS

- [C.1] **Wu, C.J.**, Houben, S., Marquardt, N. (2017) EagleSense: Tracking People and Devices in Interactive Spaces using Real-Time Top-View Depth-Sensing. To Appear In *Proceedings of the 35th Annual ACM Conference on Human Factors in Computing Systems (CHI '17)*. ACM, New York, USA.
- [J.1] **Wu, C.J.**, Quigley, A., Harris-Birtill, D. (2016) Out of Sight: A Toolkit for Tracking Occluded Human Joint Positions. In *Personal and Ubiquitous Computing*. doi:10.1007/s00779-016-0997-6.

## RESEARCH INTERESTS

Artificial intelligence applied to user interfaces and interactive systems, proxemics and multi-device interactions, data visualization, computer science education.

## TUTORING EXPERIENCE

- 2010 - Present **Mathematics and Chemistry** (High school), **Computer Science** (University), **English** (Elementary school)

## HACKATHON ACHIEVEMENTS & AWARDS

02/2016	<b>Honorable mention, University College London Data Science Student Challenge</b> (United Kingdom)
01/2016	<b>Best use of Mendeley API, Hack Cambridge</b> (United Kingdom)
11/2013	<b>Finalist, Barclays Openminds Hackathon</b> (United Kingdom)
11/2013	<b>First, J.P. Morgan Code for Good Challenge</b> (United Kingdom)
06/2015	<b>Dean's List, University of St Andrews</b> (United Kingdom)
06/2014	<b>Dean's List, University of St Andrews</b> (United Kingdom)
06/2011	<b>Presidential Award, American International School of Guangzhou</b> (China)

## TECHNICAL SKILLS

Miscellaneous	<b>Git, TravisCI, Bash, Batch, Unix</b>
Programming languages	<b>Java, Python, C, C++, C#, Matlab, JavaScript, Go</b>
Computer vision	<b>OpenCV, EmguCV</b>
Machine learning	<b>Scikit-Learn, XGBoost, Keras</b>
Scientific computing	<b>Numpy, Scipy, Pandas, Matplotlib, Seaborn</b>
Web technologies	<b>Markdown, HTML, CSS, Bootstrap, JQuery, WebGL, D3.js, Flask, Tornado, Django</b>
Sensors and hardware	<b>Microsoft Kinect, Phidget, Arduino</b>
GUI frameworks	<b>Swing, JavaFX, WinForms, WPF</b>
Virtual machines	<b>Vagrant</b>
Game engines	<b>Unreal Engine, Phaser, pixi.js</b>

## POSITIONS OF RESPONSIBILITIES

05/2014 – 05/2015	<b>Treasurer, University of St Andrews Computing Society</b> (United Kingdom)
05/2013 – 05/2014	<b>Secretary, University of St Andrews Psychology Society</b> (United Kingdom)
05/2012 – 05/2013	<b>Events coordinator, University of St Andrews Psychology Society</b> (United Kingdom)
09/2011 – 12/2011	<b>First-year representative, University of St Andrews Breakaway (Hill-Walking) Society</b> (United Kingdom)