CHI-JUI WU

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SUMMARY

- 3 years+ experience in design and development of human-centered AI systems in both industry and research settings
- Built, deployed, and maintained web applications as a full-stack developer
- Experienced in cross-department and cross-discipline collaboration.

PROFESSIOANL EXPERIENCE

Data Scientist, Taishin International Bank, Taiwan Jan 2019 – present

- Developed a **search engine** and analytics platform for unstructured data (i.e. contact center conversations and customer journey), aimed to assist the exploration of customer voice by product managers and data scientists. Technologies: Elasticsearch, Docker, Flask, Bootstrap, D3.js.
- Built **predictive models** for house loan demand leveraging customer interactions at the contact center, generated over NT$ 200 million annual revenue from retargeting campaigns. Technologies: natural language processing, machine learning.
- Developed a **message analytics dashboard**, simplified the work processes of message accounting staff. Technologies: regex, Oracle SQL, PowerBI.
- Developed **chatbots** for web crawlers on competitor news and credit card campaigns. Technologies: LINE API, Flask, Google Cloud Platform.
- Collaborated on writing multiple industry **award-winning papers** on innovative fintech projects: Hybrid Data and Message Flow.

PUBLICATIONS

Frederik Brudy, Christian Holz, Roman Rädle, **Chi-Jui Wu**, Steven Houben, Clemens Klokmose, and Nicolai Marquardt. Cross-Device Taxonomy: Survey, Opportunities and Challenges of Interactions Spanning Across Multiple Devices. In *Proceedings of the 37th Annual ACM Conference on Human Factors in Computing Systems* (Glasgow, Scotland, UK, May 4 - 9, 2019). CHI'19 (24% acceptance rate, 2,900 submissions). ACM, New York, NY. May 2019

Chi-Jui Wu, Steven Houben, Nicolai Marquardt. EagleSense: Tracking People and Devices in Interactive Spaces using Real-Time Top-View Depth-Sensing. In *Proceedings of the 35th Annual ACM Conference on Human Factors in Computing Systems* (Denver, Colorado, USA, May 6 - 11, 2017). CHI'17 (25% acceptance rate, 2,400 submissions). ACM, New York, NY. May 2017

Chi-Jui Wu, Aaron Quigley, David Harris-Birtill. Out of Sight: A Toolkit for Tracking Occluded Human Joint Positions. In *Personal and Ubiquitous Computing,* 21(1), 125-135. Springer London. Dec 2016

EDUCATION

PhD. Student in Human-Computer Interaction Jan 2018 – Aug 2018
School of Computing and Communications, Lancaster University (UK)
Areas of Research: Cross-Device Computing, Accessibility

MRes. Computational Statistics and Machine Learning, Distinction Sep 2015 – Sep 2016
Department of Computer Science, University College London (UK)
Areas of Research: Proxemic Interaction, Machine Learning

BSc. Computer Science, First-Class Honours Sep 2011 – Jun 2015
School of Computer Science, University of St Andrews (UK)
Areas of Research: Human-Computer Interaction, Interactive Systems

SKILLS

Programming Languages
Python, Java, C, C++, C#, JavaScript, MATLAB, SQL

Software Engineering Tools
Git, Docker

Areas of Software Development
Scientific computing, machine learning, depth-sensing, computer vision, information visualization, mobile and web development, user interface development

User-Centered Research
Lab study, usability study, technical evaluation, survey, interview, content analysis

RESEARCH & TEACHING EXPERIENCE

Teaching Assistant (Taiwanese Military Substitute Service), Wanrong Junior High School, Hualien, Taiwan — Jan 2017 – Jan 2018
- Assisted classroom activities and one-on-one lessons. Led students in English singing, storytelling, and speech contests. Received the excellence service award.

Research Assistant, University College London — Nov 2015 – Sep 2016
- Developed a depth-sensing, proxemic-aware system to track spatial and postural information about people and devices.

Research Intern, University of St Andrews — Jun 2015 – Sep 2015
- Developed a web-based application to simplify software configuration and virtualization for improved recomputability and sustainability.

Research Intern, University of St Andrews — Jun 2014 – Sep 2014
- Examined depth-sensing visualizations to enhance users' visual and spatial awareness when interacting with a large display and a Microsoft Kinect.

Co-founder and Full-Stack Developer, scrim.me — Jun 2014 – Dec 2016
- Developed an online platform for Team Fortress eSports players to find teammates and organize practice matches. Reached 4500+ users.

AWARDS AND HONORS

Faculty of Science and Technology Scholarship, Lancaster University — Jan 2018
ACM SIGCHI Reviewer, ACM CHI 2018 — Oct 2018
ACM SIGCHI Student Travel Grant, ACM ISS 2016 — Aug 2016
Hackathon Honorable Mention, UCL Data Science Student Challenge — Feb 2016
Hackathon Best Use of API (Mendeley), Hack Cambridge — Jan 2016
Dean's List, University of St Andrews — Jun 2015
Dean's List, University of St Andrews — Jun 2014
Hackathon Finalist, Barclays Openminds Hackathon — Nov 2013
Hackathon Winner, J.P. Morgan Code for Good Challenge — Nov 2013
International Undergraduate Scholarship, University of St Andrews — Sep 2011

LANGUAGES

Chinese (native), **Taiwanese** (native), **English** (fluent)