CHI-JUI WU

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SUMMARY

- 3 years+ experience in design and development of human-centered interactive systems using machine learning in 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

- 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 **a search engine** and analytics platform for unstructured data (i.e. contact center conversations and customer journey), supported the exploration of customer voice by product managers and data scientists as well as internal operation teams. Technologies: Elasticsearch, Docker, Flask, Bootstrap, D3.js.
- Developed **chatbots** for competitor news and credit card campaigns **web crawlers**, enabled interested people to search and subscribe to banking news. 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

English 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 automate 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)