Ting-Wei Chou

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 chou-ting-wei

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EDUCATION

- **National Yang Ming Chiao Tung University** — *2023 - 2027 (Expected)*
  Bachelor of Science in Computer Science — GPA: 4.25, Ranking: 2/192

EXPERIENCE

- **NYCU CS Information Technology Center** — *July 2024 - Present*
  Net Team Member, Teaching Assistant
  – Managed laboratory networks, designed and set up data center networks, and prepared CCNA course content.

- **NYCU Google Developer Groups** — *September 2024 - Present*
  Core Team Member (Technical Team)
  – Led the Frontend training program, preparing teaching materials to enhance team proficiency in frontend and React.

- **Meichu Hackathon** — *March 2024 - October 2024*
  Development Team Member
  – Collaborated with industry partners to formulate contest problems and developed the registration website.

- **NYCU CS Student Association** — *June 2024 - Present*
  Development Team Member
  – Maintained the departmental website, developed mini-games for various events, and designed coding contest problems.

PROJECTS

- **Pain Interaction System** — *June 2024*
  A platform for effectively managing and recording pain data

  – Developed a full-stack web application using React and Vite for the frontend, and NestJS for the backend.
  – Managed the application's database with MySQL, ensuring reliable data storage and retrieval.
  – Implemented containerized deployment using Docker for consistent environments across development and production.
  – Tools & technologies used: Docker, React, NestJS, MySQL.

- **NBA Stat** — *April 2024*
  A database-driven web platform for NBA player and team statistics.

  – Designed and developed using PHP for backend logic and Bootstrap for a responsive frontend interface.
  – Implemented database queries with MySQL to efficiently handle and display large datasets of player and team statistics.
  – Developed interactive features, including player/team search, a voting system, and a discussion forum.
  – Tools & technologies used: Bootstrap, MySQL, JavaScript, PHP.

- **Dungeon** — *April 2024*
  A text-based RPG game developed using C++ and object-oriented programming

  – Designed and implemented a dungeon exploration system where players battle monsters and find exits to escape.
  – Utilized C++ object-oriented programming principles, including inheritance, polymorphism, and encapsulation.
  – Developed and the game using CMake and Makefile for cross-platform compatibility.
  – Tools & technologies used: C++, CMake, Makefile.

ACHIEVEMENTS

- **Bronze Award** The 2023 ICPC Asia Taoyuan Regional Programming Contest — *October 2023*
- **Academic Achievements Awards** — *Spring 2024*
- **Foundation Academic Course Award** Digital Circuit Design, Computer Organization — *Spring 2024*

TECHNICAL SKILLS

- **Programming Languages**
  C, C++, Java, JavaScript, PHP, Python, Shell scripts, SQL, Verilog

- **Frameworks**
  Bootstrap, Flask, Next.js, Tailwind CSS, Vue

- **Tools**
  Docker, Git, Hugo, LaTeX, Makefile, Markdown, React