

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 12th** 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 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