

# CHIAO-WEI HSU

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chiao-wei-hsu

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## EDUCATION

### Stanford University (Auditing Courses)

Digital Nomad at Startup House 

Palo Alto, CA

Since Sep. 2024

- AI Agents and Simulations, Conversational Virtual Assistants with Deep Learning.
- Parallel Computing, Big Data Systems, Computer Graphics and Vision.

### Northwestern University

GPA: 3.88/4.0

Evanston, IL

Master of Science in Computer Science

Since Sep. 2023

- Thesis: "Scaling Law for Deep Learning" supervised by Han Liu 
- Seminar Project: "Financial LLMs and FinGPT" supervised by Han Liu 
- ML: Minimax, Bayesian Learning, Causal Inference, Decision Tree, Logistic Regression, EM Algorithm, Naive Bayes, Knowledge Representation and Reasoning, Deep Reinforcement Learning: A2C, PPO.
- DL: Quantization, LoRA, Retrieval-Augmented Generation, Diffusion Model, Linear RNN (Mamba), Transformer with RLHF, Mixture of Experts.
- CV/Graphics: Color Constancy, In-Pixel/On-Sensor Computation, Coded Aperture, Lensless Imaging.

## EXPERIENCE

### Machine Learning Intern

Himax Imaging Corp.

Irvine, CA

Jun. 2024 – Sep. 2024

- Engineered a unified model for Emotion, Attention, Body Detection, Face Expression model based on YOLO with TFLite and Vela.
- Utilized Model Pruning, Quantization, and Quantization-aware Training to obtain a compression ratio of 46% on an endpoint AI device (milliwatts).
- Implemented Task Automation with Natural Language Commands by a fine-tuned LLM and Text-to-Speech and Speech-to-Text for AIPC.
- Integrated Websocket, Shared Memory, and Named Pipe for Inter-Process Communication among the microcontroller, the host PC, and the application.
- Developed a library to communicate with the microcontroller FT4222 driver.

### Machine Learning Engineer (Research)

Academia Sinica

Taiwan

Oct. 2018 – Dec. 2022

- nlds : Developed a python library of natural language data structure with Design Patterns—Composite, Factory, Template, Command, Facade, Adapter, Delegate, Builder, Strategy, Iterator, Dependency Injection, and Meta Class.
- Engineered a Knowledge-driven Multi-Modal QA System integrating vision, speech, and text data, advancing capabilities in cross-modal information processing [3].
- Enhanced state-of-the-art performance by 4% on the Named Entity Recognition (NER) task through strategic fine-tuning of Transformers, applying Multi-Task and Incremental Learning techniques, and leveraging Data Augmentation [1][2].
- Designed a Hierarchical Multi-Head Multi-Layer Attention mechanism from the ground up, enhancing model interpretability and performance.
- Implemented Adaptive Boosting for Ensemble Learning.

### Software Developer

Luye Gaotai

Aug. 2017 – May. 2018

Taiwan

- Developed 3D vision graphics (autostereogram) program by JavaScript.
- Developed a portal website using HTML5/CSS3, BootStrap, PHP, and JavaScript.

## PROJECTS

### Stock Trading using Deep Reinforcement Learning VIDEO

Mar. 2024 – Jun. 2024

- Trained a Stock Trading Agent by A2C and PPO to obtain an annual return of 29%.

### Information Retrieval and Multi-Document Analysis

Jan. 2019 – Jan. 2021

- Implemented Entity Linking and Relation Extraction for Wikidata Knowledge Graph.
- Incorporated K-Mean and Hierarchical Clustering algorithms to group similar documents.
- Improved the Re-ranking model of an Information Retrieval System by 0.24 f1-score.

- Implemented a BERT-based **Query Generation** model and threshold-tuning P-R curve.
  - Extracted syntactic patterns based on **Dependency Parsing** and **Part-of-Speech Tagging** based on LSTM.
- Decentralization and Blockhcains System**  [VIDEO](#) Mar. 2024 – Jun. 2024
- Developed a **P2P Network** for the blockchain system using **Rust**.
  - Implemented the data structures (e.g., Transaction, Block, Blockchain, Mempool) and algorithms for **Gossiping Protocol** and the **Proof of Work** consensus for the mining process.

- Interpreter by Racket/Lisp**  [CODE](#) Jan. 2024 – Mar. 2024
- Built a **parser**, a **compiler**, and a **garbage collector** using **Mark & Sweep** and **Two-Space Collection**.
  - Implemented features of deferred substitution, higher order functions, state, error handling, and recursions.

## PUBLICATIONS

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- [1] Hsu et al., “*A Redundancy-Enhanced Framework For Error Correction in Named Entity Recognition*”, pre-print ’24.
- [2] Hsu et al., “*GlobalNER: Incorporating Non-local Information into Named Entity Recognition*”, pre-print ’23.
- [3] Liang et al., “*A Flexible and Extensible Framework for Multiple Answer Modes Question Answering*”, ROCLING ’21.

## HONORS

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- **First Place** at the 2020 Formosa Artificial Intelligence Grand Challenge; developed a Multi-Round Dialogue System and Question Answering System.
- Led the team of 4 students to **top 11%** in 2024 eBay Machine Learning Competition.

## OTHER PROJECTS

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- AI-Driven Grocery Logging and Recipe Suggestions App**  [DEMO](#) Sep. 2023 – Apr. 2024
- Adopted **ReactJS**, **Vite**, and **Firebase**; conducted tests using **Cypress**.
  - Developed a **Serverless RESTful API** with **ExpressJS** as back-end deployed with **AWS ElasticBean**.
  - Incorporated **API Gateway** with **AWS Lambda Functions**.
  - Engineered prompts for **GPT-4 Vision**, deployed **OCR** to scan receipts, and implemented features to send expiry notifications and receipt suggestions.

- AI-Powered Driver Companion Mobile App**  [DEMO](#) Mar. 2024 – Apr. 2024
- Incorporated AI models, **YOLOv4**, **GPT-4**, **Text-To-Speech**, **Speech-To-Text**, to streamline from image recognition to natural language processing.
  - Adopted **Django** as back-end, and **React Native**, **Expo** for mobile development.