

## EDUCATION

**New York University, New York, NY**

**May 2015**

**Master of Science in Computer Science**

**3.7 / 4.0**

▪ Partial Coursework (\*audit)

Web Search Engine, Natural Language Processing, Search Engine Architecture, \*Real-time & Big Data Analytics

**National Tsing Hua University, Hsinchu, Taiwan**

**May 2009**

**Bachelor of Arts in Economics**

**3.45 / 4.0**

## TECHNICAL SKILLS

**Programming Languages:** Java, Python, C/C++, PHP, SQL, Javascript, HTML, CSS

**Development Tools:** Spring, Maven, Gradle, Docker, Hibernate, Tomcat, AJAX, JQuery, Jinja, Bootstrap

**Big Data:** Tornado, Ansible, AWS, Hadoop, MapReduce, Cassandra, MongoDB / **OS:** Windows, OSX, Linux

**PROJECTS** (check <http://cs1384.github.io> for source code and products)

### Movie Search and Recommend Engine (Group project for Search Engine Architecture)

- Designed a distributed worker system for offline works, which include training the classification model and indexing with mapreduce framework. The search engine then supports recommendation function by looking for the similar reviews users. We also created own distributed memory system for the offline works in the latest version.

### Movie Sentiment Analysis (Group project for Natural Language Processing)

- Using opennlp package, we tagged the negative POS and train the cauterization model in maximum entropy approach with some labeled data from Rotten Tomato. Then we tried to apply our model to the tweets in order to get public, latest sentiment toward newest movies.

### Knowledge Graph (Group project for Web Search Engine)

- Crawled more than 7 million Wikipedia pages, extracting relations from infobox, tables and lists to acquire the information of entities. Users are able to search with semi-structured query and get knowledge about that query, which is not explicitly present on the Internet.

### Connect Four – Design Patterns

- Incorporated the observer pattern and some other software engineering strategies into the software building process. Also built computer player who can think one step ahead.

## EXPERIENCE

**Zulily, Seattle WA**

**Oct 2016 - Present**

**Software Engineer (Member Engagement Platform Team)**

- Gather customer attributes by running feed tasks with cron job scheduler in order to provider information for audience formation and marketing personalization.
- Implement Map Reduce computation on Google Compute Engine to form audience groups for marketing purpose.

**IPsoft, Inc. New York NY**

**July 2015 – Aug 2016**

**R&D Engineer**

- Created a graph/tree-like data structure, in which the leaf node stores the performance data of a server we monitored and the parent node stores the integrated performance data for reporting. Stored this data structure in Cassandra database for scalability and fast retrieval.
- Built ticket/change integration framework between IPcenter and IBM SCCD based on XML data exchanged through RESTful API.

**Campus Clipper, New York NY**

**Feb 2014 – Aug 2014**

**Web Developer**

- Built the membership system including login status tracking and account management functions and manipulated cookie and session to enable the shopping cart function.
- Provided filter and recommendation functions based on our coupon database. Also allowed members to bookmark favorite coupons and leave comments.