

Education _

Bachelor's of Science, Electrical Engineering, National Taiwan University

Taipei, Taiwan

09.2013 - PRESENT

- GPA: 3.9/4.3. Relevant Classes: Machine Learning and Having It Deep and Structured, Intelligent Conversation Bot.
- Built a music chatbot and won the 1st prize out of 13 teams in the class "Intelligent Conversation Bot".
- Awards: 6th in General Category out of 300 participants at 2015 NTU Annual Hackathon.

University of California, Santa Barbara

Santa Barbara, California, Unites States

EXCHANGE STUDENT

09.2016 - 12.2016

• Participated in Natural Language Processing research under Prof. William Wang (chair of the NLP lab at UC Santa Barbara).

Publications

Deep Residual Learning for Weakly-Supervised Relation Extraction

NLP lab, UCSB

FIRST-AUTHOR, PUBLISHED IN EMNLP 2017

11.2016 - 04.2017

- Applied deeper convolutional neural networks with residual learning for weakly-supervised relation extraction.
- Implemented using Tensorflow and get 3% improvement and become the state-of-the-art result (79% P@100) on NYT dataset.

Mitigating the Impact of Speech Recognition Errors on Chatbot using Sequence-to-sequence Model

Speech Processing lab, NTU

FIRST-AUTHOR, PUBLISHED IN ASRU 2017

01.2017 - 06.2017

- Formulated the ASR (automatic speech recognizer) error issue on spoken dialog systems as a domain adaptation problem.
- Used Tensorflow to implement the dialogue sequence-to-sequence model and get 0.15 BLEU score improvement.

BackHand: Sensing Hand Gestures via Back of the Hand

mHCI lab, NTU

CO-AUTHOR, PUBLISHED IN UIST'15 PAGES 557-564

01.2015 - 06.2015

- · Explored a new signal source, the back of hand, for hand gesture recognition to recognize gestures at 95.8% accuracy.
- Built an analog circuit and used Arduino, LIBSVM and Processing to analyze data.

Experience _____

UmboCV (A startup around 30 people applies AI on security cameras.)

Taipei, Taiwan

COMPUTER VISION ENGINEER & DEEP LEARNING RESEARCHER (FULL TIME INTERN)

Jan. 2017 - Exp. Jan. 2018

- Action Recognition:
 - Built an action recognition algorithm based on 3D Convolutional Network and Two Stream Model.
 - Led a team to build up the Fight Detection system which accounts for 10% of the company annual revenue.
 - Independently handled complete product development, from data collection, model training, to final product launch.
- Object Detection:
 - Designed an object detection system and developed Faster RCNN and region-based fully connected networks.
 - Implemented using pytorch and built the basic utility module with CUDA.
- Evaluation System:
 - Developed a Slack bot that automatically runs computer vision analysis routines on uploaded videos.
 - Implemented with Slack python API, unit tested with pytest and deployed automatically by Docker and Jenkins.
- Mechanical Turk:
 - Built human segmentation labeling tool which helped the company collect over a million images for deep learning research.
 - Implemented using **react-js**, **node-js**, **material-ui** package and deployed the tool on MTurk website.

Skills

Researches

Tools

Natural Language Processing, Deep Learning for NLP, Computer Vision, Deep Learning for CV, Information Retrieval,

 $\hbox{Human Computer Interaction, Deep Learning, Machine Learning, Reinforcement Learning}$

Pytorch, Tensorflow, ReactJS, NodeJs, Django, Docker, Jenkins, MongoDB, MySQL, CUDA,

Unit Test, Git, Arduino, Python, C++, Javascript, HTML, CSS