Ming-Wei Hu 胡明衛

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Education

National Taiwan University (NTU), Taipei,Taiwan   Sep. 2012 ~ Jan. 2017
Bachelor of Science, Electrical Engineering
- Network and Multimedia Lab, Embedded System Lab, Web Programming Seminar

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Work Experience

IBM Taiwan, GBS
IT Specialist - Business Analyst   Sep. 2017 ~ Preset

Mobile Bank Project Developer
Major Banks from Taiwan
Client-facing project with 30+ team members

- Front-end Development
  (AngularJS / TypeScript / ES6,ES7 JavaScript)
- Microservice Development
  (Java Spring / Netflix OSS)

IBM Taiwan, Cloud Team
RD Intern   Feb. 2016 ~ Jul. 2016

Chatbots with IBM Bluemix, Watson Developer Cloud
Facebook Messenger Chatbot
LINE Chatbot
Unity3D Reception Bot
InMoov
Sphero BB-8 with MindWave
TJBot

- NodeJS for API Servers and IoT Clients
- ReactJS and Unity3D Chatbot Clients
- Bluemix Node-RED, IoT Platform, Watson Developer Cloud for Event Controls, Services Network, Open Data Crawlers, Data Insights and API's
- STT, TTS, Motion Capture, Image Recognitions Full-stack Implementations

Lectures and POC
Bluemix IoT Platform
Watson Developer Cloud

- Partner Lectures, NASA Hackathon AIC Lectures
- Demonstrations for Events i.g. PyCon

Volunteer Work
IBM Discover-E

- Event Support Web App Development (ReactJS)

Microsoft Taiwan, Marketing & Operation - Cloud & Enterprise
RD Intern   Jul. 2015 ~ Jul. 2016

Cloud Product Research
Azure / Windows Server / Hybrid Cloud /
Enterprise Mobility

- Security Blog/Hybrid Cloud Blog writer
- product research, report, document localization

Awards

2017 NASA Space App Challenge Hackathon   Apr. 2017 ~ Jun. 2017
　　　Best Use Of Data Finalist (Top 5) (Global)
　　　2nd Place (Taiwan)

Exams and Certificates

GRE (2016)	**321**
TOEFL iBT (2016)	**106**
GEPT High-Intermediate (2007)	**Passed**

Projects

Magic Conch (2017 NASA Space App Challenge)   2017 Spring
- RWD and Back-end Services with Sails, NodeJS, Node-RED and Bluemix
- Open Data Insights from Watson Developer Cloud and Machine Learning
- LoRa and Bluemix IoT Platform to connect Wristband Device with Smart Phone and System

Slither.AR with Unity 3D   2016 Spring

Inspired by popular game, Slither.io, augmented reality version mobile game
- more intuitive control and better playground awareness than original webpage game
- using Photon Cloud for user, traffic and communication channel support

Web Programming Seminar with Professor Chung-Yang Huang   2015 Fall

ES6/7, React.js, Node.js, Facebook API, Webpack and other platforms and frameworks

> **Swipo** (final project)
> - fetch, categorize news articles from multiple online source
> - user preferences / customized feed / Facebook login / mobile friendly interface

Projects on Database and BI   2015 Spring
- geodata visualization with Google Map API, Pentaho with Professor Chung-Yang Huang
- relational database operations and command interface with Professor Farn Wang

Liveband (Unity 3D)   2015 Spring

Inspired by Apple's GarageBand, live ensemble and recording with 4 different instruments
- interactive cartoon concert set, characters and instruments
- using Photon Cloud for user, traffic, synchronization and communication channel support

Logic circuit related projects
- Static Time Analysis   2016 Spring
- FRAIG   2014 Fall

NTU Labs

> **Network & Multimedia Lab**   2015 Spring
> - video subtitle web editor with Youtube Embedded API, Player API
> - Python chatroom server
>   supporting account, group, message, file, emoji utilities and live streaming audio chat
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> **Embedded System Lab**   2015 Fall
> - GPS Compass for bikes and skateboards with Arduino, Cordova, BLE
>   sets route from mobile device and show direction on small screen
> - Tessel module data web visualization

Other Experiences

2011 LA Dodgers Taiwan Series, Ball Boy Captain   Mar. 2011
- final candidates of oral interpreter open recruiting

Chien-Kuo Senior High School Baseball Club P, IF   2009 Fall ~ 2012 Spring
NTU ME Baseball Vice Captain, P, IF   2012 ~ 2013
NTU Art Club Curricular Director   2013 Fall ~ 2014 Spring

References

2017 NASA Space App Challenge - Magic Conch

https://2017.spaceappschallenge.org/challenges/earth-and-us/lets-go-beach/teams/magic-conch

GitHub

https://github.com/davidhu34