Liang-Yu Chen (Fred)

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EDUCATION

PURDUE UNIVERSITY

West Lafayette, IN

Master of Science in Computer Science

Expected Jan. 2023

• Courses: Data Mining, Database Systems, Computer Networks, Information Security, Algorithm Design

THE HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY

Hong Kong

Bachelor of Engineering in Computer Science; Minor in Big Data, Business and Humanities

Aug. 2020

- Courses: Java Programming, Data Visualization, Software Engineering, Algorithm Analysis, Operating System, Social Information Network Analysis
- Awards: First Class Honors | Dean's List | One Year Admission Scholarship

SKILLS

Computing: C++, Python, Java, HTML/CSS/JavaScript, PHP, SQL, MATLAB, R **Frameworks:** React.js, Vue.js, Node.js, D3.js, Keras, Scikit-learn, Express, Flask

System & Tools: Git, Linux, Docker, MongoDB, AWS, Google Firestore, Apache Hadoop/Spark, Tableau

PROFESSIONAL EXPERIENCE

MEDIATEK INC.

TAIWAN

Software Engineer Intern

Jun. 2019 – Aug. 2019

- Implemented tool to transform and display images from multiple formats and bit depths
- Wrote scripts to extract plain register information from camera driver to facilitate raw image comparison
- Developed log parser to parse Android main log and kernel log into organized information
- Participated in digital image processing; Fixed 30+ code defects and issues generated from Coverity.

D-ENGRAVER LIMITED

Hong Kong

Software Developer, Co-Founder

Jul. 2018 – Apr. 2019

- Launched start-up to develop decentralized application that helps recording and verifying factory's production
- Constructed official website utilizing React JS and deployed it on Alibaba Cloud's Linux server using Express JS
- Designed visualization webpage for 100,000+ data; Created and tested RESTful APIs to transform data
- Mentored 3 new software developers to familiarize essential technology stacks and assigned tasks accordingly

SHAKEE LIMITED

Hong Kong

Software Engineer

Jun. 2017 - Jul. 2018

- Developed cross platform application (FooPar) which provides food delivery services for university members
- Built 6+ pages and components individually including carousel and number pad using React JS
- Involved in IOS application development; Adjusted and deployed mobile application to the App Store
- Became project manager that led and guided team built up with new employed software developers

RESEARCH AND PROJECT

INTERPRETABLE MODEL AND INTERACTIVE UI FOR CHURN PREDICTION IN LBSNs

Feb. 2020 – Aug. 2020

First Author

Currently submitting to ASONAM

- Devised deep attention networks to help social network platforms predict and interpret user churning behavior
- Created interactive user interface with D3.JS to visualize user behavior from Yelp dataset of over 1.5 million users

WEBSITE PROJECTS

Personal Website (<u>Website</u>)

Art Competition and Display Website (Demo)

D-Engraver Enterprise Website (<u>Demo</u>) | Society Singing Competition Website (<u>Demo</u>)

EXTRACURRICULAR

Software Developer, HKUST X RADICA BigDatathon

Dec. 2017

• Analyzed Godiva's retail sales using multilayer perceptron (MLP); Awarded 1st place and best presentation

Software Engineer, HackUST

Apr. 2017

• Initiated game combining Tetris and Block Breaker with GameMaker; Awarded 1st Runner-Up over 120+ teams

IT Secretary, MSSSUG, HKUST

Dec. 2016 - Mar. 2018

• Established online voting and discussing forum; Organized 20+ events and generated 4 web apps for members