

Ming-Han Huang

17F-4, No.17, Ln.175, Wuling Rd., Hsinchu City, Taiwan (R.O.C.)

☎ (+886) 916-242-713 | ✉ cw Huang1321@gmail.com | 🏠 hannnnk1231.github.io | 📧 hannnnk1231 | 📺 minghanhuang | 📧 hannnnk1231

Summary

I'm Hank Huang, currently a 1st year M.S. student in Institute of **Data Science and Engineering at National Chiao Tung University**. My current research interest is in **Data Science, Machine Learning and Deep Learning**. Having an in-depth knowledge including advanced **Python, Keras** and **C/C++**. I perform very good **self-learning** and **team work** abilities. I aim to make a difference through my creative and **effective** solution. In addition, my interests are photography, vlog and magic.

Education

National Chiao Tung University

HsinChu, Taiwan

M.S. IN DATA SCIENCE AND ENGINEERING, GPA: 4.1/4.3

Sep. 2019 - present

- **Lab:** Learning Science and Technology Lab, Advisor: Prof. Chuen-Tsai Sun
- **Courses:** Machine Learning, Data Mining, Data Visualization and Visual Analytics, Computer Vision(Ongoing), NLP(Ongoing).
- **Teaching Assistant:** Game-based Digital Learning

National Taiwan University

Taipei, Taiwan

B.S. IN MATHEMATICS

Sep. 2014 - Jun. 2018

- **Relevant Courses(Provided by NTU CS department):** Algorithm, Data Structure, Discrete Mathematics, Human-Computer Interaction, Virtual Reality

Work Experience

Fellow, Turing Chain Institution

Taiwan

ACCEPTANCE RATE 4.5%

Sep. 2019 - Jan. 2020

- Working with team on backend develop using JavaScript, NodeJS and NestJS in a blockchain project
- Self-learning blockchain technology from 0 to 1 in just one month

R.O.C Army

Taiwan

MICROFILM SPECIAL TEAM

Mar. 2019 - Jul. 2019

- Train as a soldier.

Research Assistant, National Taiwan University of Science and Technology, Game Lab

Taipei, Taiwan

PROJECT: AUTOMATIC LICENSE PLATE RECOGNITION, ADVISOR: PROF. WEN-KAI TAI

May. 2018 - Dec. 2018

- Proposed to use YOLOv3, image processing for automatic license plate recognition and flow count, result 98%up accuracy.
- Integrate API from backend and maintaining code using C++ and Python

PROJECT: AI GAMING [1], ADVISOR: WEN-KAI TAI

- Design a system for procedurally generating Pac-Man maze with specified difficulty
- Proposed a Pac-Man level quality checking methods using esthetic score.

Honors & Awards

- 2019 **Top 1000**, Kick Start 2019 Round G
- 2019 **Top 11%**, Kaggle Digit Recognizer competition
- 2019 **Rank 10(Top 1%)**, Kaggle Kannada MNIST competition

Online

Online

Online

Publications

1. Z. Wu, K. Lai, L. Lin, **M. Huang** and W. Tai, "Procedurally Generating Game Level with Specified Difficulty," 2018 IEEE Games, Entertainment, Media Conference (GEM 2018)

Certificates

- 2019 **IBM**, Data Science Specialization
- 2019 **IBM**, Machine Learning with Python
- 2019 **NVIDIA**, Deep Learning fundamental

Online

Online

Online

Extracurricular Activity

Director, National Taiwan University Magic Club

Taipei, Taiwan

TEAM WORK AND PUBLIC RELATION

Jun. 2016 - Jun. 2017

- Lead club members for grand shows

Minister of Artistic Design Department, Student Association of Mathematics Department

Taipei, Taiwan

DESIGNING

Mar. 2015 - Jun. 2016

- Designing poster and program list for public performance and events
- Develop/Maintaining Facebook fan page

Skills

Natural Languages	Chinese(Mandarin), English(TOEFL iBT:87)
Programming	Python, SQL, C/C++, Solidity, \LaTeX
Deep Learning Libraries	Tensorflow, Keras
Creativity	Photoshop, Final Cut Pro, Lightroom, After Effects