CHUN-JU TAO

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EDUCATION

New York University, New York, NY   May 2026
MS in Computer Engineering, GPA 3.83
Relevant Coursework: Software Engineering, Human Computer Interaction, ML, MLOps, Reinforcement Learning

National Taichung University of Science and Technology (NTCUST), Taichung, Taiwan   June 2023
BEng in Computer Science and Information Engineering (CSIE), GPA 3.79
Relevant Coursework: Algorithms, Data Structures, Computer Networks, Electronic Commerce Security

SKILLS

Languages: Python, JavaScript (React, Vue), Go, Java, C#, Swift, MS SQL, PostgreSQL, C
Computer Software and OS: Docker, AWS ECS, Git, GitHub Actions, Terraform, PyCharm, macOS, Linux

PROFESSIONAL EXPERIENCE

Data Science Intern, **Micron Technology,** Taoyuan, Taiwan   July 2025 - August 2025
- Architected a production-scale Python pipeline and Streamlit web app for fab-dispatch analysis, processing 2 weeks' logs (33GB) and delivering a self-serve interface for parameter tuning and rich visuals, enabling fast, reproducible studies and broad cross-team adoption.
- Developed an explainable LightGBM simulation proxy with SHAP analysis for lot-level decision tracing, enabling evidence-based simplification of scheduling parameters by quantifying which factors truly drive selection and reducing tuning overhead for production engineers.
- Engineered repo-documentation tools for an enterprise application with over one million lines of code using Prompt Engineering with Roo Code Orchestrator, MCP, and Qdrant; produced modular docs and standardized class/method summaries; cut token usage 10x and expected ~3x developer efficiency.

Software Developer, **CARITY AI,** Ontario, Canada   May 2024 - August 2024
- Developed and implemented a CI/CD pipeline with GitHub Actions for an LLM-based product, containerizing 4 microservices on AWS ECS, reduced infrastructure costs by 40% and cut deployment time by 70%.
- Delivered a Proof-of-Concept using Retrieval-Augmented Generation (RAG), demonstrating a potential 5x reduction in token usage and influencing the team's future technical roadmap for cost optimization.

Software Engineering Intern, **MoBagel,** Taichung, Taiwan   January 2023 - July 2023
- Engineered a critical full-stack material management system for the Taiwan Water Corporation, automating inventory and budgeting for government assets valued in the trillions.
- Established GitFlow and an Agile-like development model for a 10-person team, fostering a culture of collaboration that improved development efficiency and stabilized team management during a 300% expansion.
- Proactively identified and reported critical vulnerabilities, preventing potential large-scale data breaches.

Software Engineering Intern, **Mindtronic AI,** Taipei, Taiwan   June 2022 - September 2022
- Architected the entire Golang backend from scratch, boosting performance and hardening all 53 RESTful APIs against SQL injection while processing 480k+ weekly entries; Extended a React frontend with dashboards, video streaming, and real-time vehicle tracking.

PROJECT

Taigi (Taiwanese-Hokkien) Medical Advising LLM, **New York University,** New York, NY   March 2025 - May 2025
Advisor: Professor Fraida Fund
- Architected a cloud-native MLOps platform for LLM using Terraform for Infrastructure as Code (IaC), and deployed a suite of Docker-based microservices (FastAPI, Gradio, MinIO) to production.
- Orchestrated a Continuous Training (CT) pipeline with Airflow for human-in-the-loop retraining, and established system observability using Prometheus and Grafana.

HONORS

Emerging Technology Application Award in Fi-Award 2023 by **the 13th International Conference on Frontier Computing**, Tokyo, Japan   2023
Winner of Better Retail, **Level-Up Society Hackathon**, organized by ShowCode, UK   2021