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: Human Computer Interaction, Machine Learning, MLOps

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: Software Engineering, Electronic Commerce Security, Algorithms, Data Structures

SKILLS

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

PROFESSIONAL EXPERIENCE

Software Developer, **CARITY AI,** Ontario, Canada — May 2024 - August 2024

- Analyzed and containerized 4 microservices of an existing LLM pipeline product and developed a DevOps workflow with Docker, GitHub Actions, and AWS ECS for automatic deployment, auto-scaling, service down protection, and saving operational costs by 40%
- Conducted research in implementing Agentic RAG with LlamaIndex into an existing project, expected to reduce token usage by up to 5 times, improving model efficiency and reducing operational costs, and provide complex question-answering capabilities

Software Engineering Intern, **MoBagel,** Taichung, Taiwan — January 2023 - July 2023

- Collaborated with an existing team to develop a full-stack material management system for government-owned Taiwan Water Corporation, successfully automated material budgeting and inventory control, efficiently managing assets worth trillions of dollars
- 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
- Migrated the management system from an outdated Java 4 framework to the .NET framework using C#, Microsoft SQL, and Vue.js for improved performance, scalability, security, and modernized user experience

iOS Developer in I.M.A.C. Lab, **NTCUST,** Taichung, Taiwan — June 2020 - February 2021
Advisor: Professor Hung-Ming Chen

- Designed a weather application utilizing Swift UI with MVVM architecture, integrating weather APIs, Realm database for local storage, and MapKit for location-based services
- Developed a bank application using Storyboards with MVC architecture, incorporating biometric authentication, notification broadcasting, and real-time currency exchange display features
- Conducted research on hybrid frameworks to bridge SwiftUI limitations, enabling seamless integration of both new and legacy frameworks

PROJECT

Loud Plants in Your Area, **New York University,** New York, NY — February 2025 - May 2025
Advisor: Professor Dishita Turakhia

- Developed a full-stack iOS AR app using Swift, RealityKit, and Reality Composer Pro to visualize real-time plant health, integrating custom sensor data and animated UI overlays.
- Designed an end-to-end ML pipeline (ScatNet, Morlet wavelets, MFCCs, SVM) to classify plant status from sensor signals, independently implemented and tuned core modules, and collaborated cross-functionally on UI/UX and conducted A/B user studies to validate impact on user behavior and product engagement.

HONORS

Emerging Technology Application Award in Fi-Award 2023 by **the 13th International Conference on Frontier Computing**, Tokyo, Japan — 2023
1st prize in **Project Competition** at the College of Information and Distribution Science, NTCUST — 2023
Winner of Better Retail, **Level-Up Society Hackathon**, organized by ShowCode — 2021