TING-WEI LIN

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EDUCATION

University of California, Irvine (UCI)   **Irvine, CA**
Master in Computer Science   *Sept 2020 - present*

National Chengchi University (NCCU)   **Taipei, Taiwan**
Bachelor of Science in Computer Science   *Sept 2014 - June 2018*
Bachelor of Science in Digital Contents & Technology Program (DCT)

WORK EXPERIENCE

Computational Linguistics & Information Processing Lab., Academia Sinica   **Taipei, Taiwan**
Research Assistant   *Sept 2018 - May 2020*
- Built deep neural network architecture—XRR—for risk ranking with financial reports, yielding up to 7.4% improvement according to two ranking correlation metrics
- Constructed framework combining item content embedding, time series, and channel preferences to extract and analyze crucial factors in TV program recommendation
- Proposed algorithm to aggregate nearby contextual profiles on time series and channel preferences, yielding up to 20% improvement in recommendation quality in linear TV services

DHL Express   **Taipei, Taiwan**
Software Engineer Intern, Dept. of Information System Development   *July 2017 - Jan 2018*
- Developed system with JavaFX to compare and calculate staff salaries automatically and generate reports, increasing efficiency of Department of Human Resources by 50%
- Engineered E-Government Uniform Invoice (EGUI) System for Department of Finance with Struts 2 Web framework, replacing old invoice system in response to new government policies
- Trained staff on functions and operations of EGUI system and installation of point-of-sale machine at 15 branch offices

Giant Shine Information Co, Ltd.   **Taipei, Taiwan**
Back-End Developer Intern   *Jan 2017 - Feb 2017*
- Combined administrative system with I-Report to generate official school documents automatically, replacing existing method of manually generating documents
- Maintained school administrative system in Spring MVC Web framework and established functions for integrating academic performance to establish transcripts

SELECTED PROJECTS

BeePay, BLE Wireless Transaction System, NCCU   *Jan 2018 - June 2018*
- Created BLE mobile payment system, including mobile application for P2P wireless transactions and back-end system website
- Proposed wireless network protocol using 3-way authentication, 2nd-party inspection, and RSA algorithm, ensuring complete data packet transport and avoiding double spending

JooyIn, NCCU   *Aug 2017 - Dec 2017*
- Developed full-stack social networking platform for users to initiate exercise groups in real-time by using Node.js, Mysql, Facebook Login, and Google Map API
- Applied Socket.io to create chat rooms for users in each exercise group to evaluate experience

StrangeMen, Undergraduate Final Project of DCT, NCCU   *Jan 2018 - June 2018*
- Designed interactive devices with Processing and OpenCV for participants to detect faces and create unique creatures using facial features
- Customized interactive elements in each participant's creature and devised display system using Unity and Photoshop, exhibited in a touch panel

RELEVANT SKILLS

- **Technical:** Python, IPython/Pandas, Pytorch/Keras, Java, C/C++, Unix/Linux
- **Web & Design:** JavaScript, SQL, Struts 2, Spring MVC, Node.js, HTML/CSS, Photoshop