

# TING-WEI LIN

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## EDUCATION

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### University of California, Irvine (UCI)

*Master in Computer Science*

**Irvine, CA**

*Sept 2020 - present*

### National Chengchi University (NCCU)

*Bachelor of Science in Computer Science*

**Taipei, Taiwan**

*Sept 2014 - June 2018*

*Bachelor of Science in Digital Contents & Technology Program (DCT)*

## WORK EXPERIENCE

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### 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

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### 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

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