TING-WEI LIN

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EDUCATION

University of California, Irvine (UCI)   **Irvine, CA**
Master of Computer Science   (Expected) Dec 2021

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

TECHNICAL SKILLS

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

WORK EXPERIENCE

Computational Linguistics & Information Processing Lab., NCCU & 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 and published at AAAI-20 Workshop on KDF
- Implemented platform for investors or financial experts to spot risk-related information and facilitate analyses of soft information in financial reports by deploying Express Web framework
- Extracted and analyzed crucial factors (User behaviors and User preferences) on a real-world TV dataset and formally defined the problem of TV Recommendation
- Proposed algorithm to aggregate nearby item content embedding, 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 producing documents
- Maintained school administrative system in Spring MVC Web framework and established functions for integrating academic performance to establish transcripts

SELECTED PROJECTS

JooyIn   May 2020 - July 2020
Social networking platform for users to initiate exercise groups

- Developed full-stack system by using NodeJS, Firebase Realtime Database, Facebook Login, and Google Map API
- Applied Socket.io to build chat rooms for users in each exercise group to evaluate experience in real-time

StrangeMen   Jan 2018 - June 2018
Interactive Installation Art for 7000 users to create their Emoji and interact with others

- Designed interactive devices with Processing and OpenCV for participants to detect faces and tailor unique creatures
- Customized interactive elements in each participant's creature and devised display system using Unity and Photoshop, exhibited in a touch panel

BeePay   July 2017 - Jan 2018
BLE Wireless Transaction System

- Created BLE mobile payment system, including mobile application for P2P wireless transactions and back-end system by using Google BLE 4.0 API, Java Servlet, MySQL and Apache Tomcat
- Proposed wireless network protocol using 3-way authentication, 2nd-party inspection, and RSA algorithm, ensuring complete data packet transport and avoiding double spending