

# TING-WEI LIN

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## EDUCATION

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**University of California, Irvine (UCI)**

*Master of Computer Science*

**Irvine, CA**

(Expected) Dec 2021

**National Chengchi University (NCCU)**

*Bachelor of Science in Computer Science*

**Taipei, Taiwan**

July 2018

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

## TECHNICAL SKILLS

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- **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

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**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

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**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 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