

# TING-WEI LIN

5390 NW 134th Ave Portland OR 97229

🌐 <https://jackyjackylin.github.io>

✉ [tingwl3@uci.edu](mailto:tingwl3@uci.edu)

📞 [jackyjackylin](#)

☎ (971) 268-3952

## EDUCATION

### University of California, Irvine (UCI)

*Master of 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

### 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
- Created 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 generating 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

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

### StrangeMen

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

### BeePay, BLE Wireless Transaction System

July 2017 - Jan 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

## TECHNICAL SKILLS

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