Chiun-yao (Josh) **Chang**

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PROFILE

Currently a senior at National Taiwan University, a premier school in Taiwan. Research domain includes Human-Computer Interface and Virtual Reality. Other interests include basketball as well as music. Leadership experience include captain-ing NTU CSIE basketball team as well as bandleader.

EDUCATION

Winston Churchill High School
Valedictorian, Class of 2012, Cumulative GPA 4.0/4.0
Bachelor of Science, Computer Science and Information Engineering
National Taiwan University, Class of 2016

GPA & TESTING

College GPA
Cumulative GPA: 3.28/4.3*
Last 60: 3.95/4.3*
*As of end of junior year.

Standardized Testing
TOEFL: R 30 / L 30 / S 30 / W 30, Cumulative Score **120**
IELTS: R 9.0 / L 9.0 / S 9.0 / W 7.5 Cumulative Score **8.5**
GRE: Verbal 159 / Quantitative 165, Cumulative Score **324**

PUBLICATIONS & AWARDS

ACM's Special Interest Group on Computer-Human Interaction (SIGCHI '16)

Pinch-and-Drag: appearance-based user interface customization on mobile applications*
Po-Wei Lee, **Chiun-yao Chang**, Teyan Wu, Honggi Chuang, Hsuang-Ming Yeh, Mike Chen

- Main writer of paper
- Identified a design space of customization on mobile platforms and proposed a method in which customization can be achieved.

CircuitStack: Supporting Rapid Prototyping and Evolution of Electronic Circuits*
Chiuan Wang, Hsuang-Ming Yeh, **Chiun-Yao Chang**, Jer-Wei Lin, Ying-Chao Tung, Mike Y. Chen

- Proposed a rapid circuit prototyping tool improving circuit construction speed and significantly reducing debug time by utilizing the separation of components and wires on different layers.

Realsense: a better broadcast experience

- Intel APEC Accelerator Network Summit & Global Challenge 2015 - World Finalists

*Pending Conference Review

EXPERIENCE

Research Assistant
Mobile and Human-Computer Interaction Lab, directed by Prof. Mike Y. Chen

- Vital member in developing paper writing in various works
- Including above publications

Image Lab, directed by Prof. Yi-Ping Hung

- Intel-NTU Connected Context Computing Center
  - This research focuses on novel collaborative driver assistance systems integrating sensing, communication, and advanced data analytics from the perspective of user-centric design. Furthermore, we build a driving simulator for users to experience future technologies, including aggressive driving behavior prediction, transparent car for seeing-through, and giraffe view for reduced blind spot. The technologies aimed to optimize for not only driving safety but also driving efficiency through V2V communications.
- Dun-Huang Project
  - This project presents a tabletop system, which contains plenty of media contents about two Dun-Huang caves: cave 61 and cave 254. The caves mentioned above are two of the most important caves, which contain rich historical information, and research data of Dun-Hunag. We aim to build an intuitive cave browsing system to allow users to tour the caves in details and learn the important historical contents. Users are allowed to use tangible objects and body gestures to operate the system.

Internship

Software Developer intern at Hewlett-Packard Enterprises, Server Software Solutions Team

- Worked on Virtual Testing Center (VTC) a system in which server virtualization stress testing can be automated
- Participated in both Research and Development, and Quality Assurance roles
- Experience with Agile Methodology