Shu-Chuan Hsu

Education

M.S. Rice University

Aug. 2022 - Dec. 2023 (Expected)

Master of Computer Science

Houston, Texas

• Selected Courses: Graduate Algorithm, Computer System Architecture, Intro to Database System, Web Development

B.S. National Taiwan University (NTU)

Sep. 2017 - Jan. 2022

Department of Mechanical Engineering, GPA: 3.96/4.0, Ranking: 7/186 (4%)

Taipei, Taiwan

• Honors: 2020 Spring Dean's List

• Selected Courses: Data Structure and Advanced Programming, Algorithm, Computer Architecture, Machine Learning, Computer Vision, Introduction to Computer Networks

Skills

 $\textbf{Programming:} \ \text{C++}, \ \text{Python}, \ \text{C\#}, \ \text{JavaScript}, \ \text{MATLAB}, \ \text{Go}, \ \text{Verilog}, \ \text{Shell Scripting}, \ \text{HTML/CSS}, \ \text{LATEX}$

Web Frameworks: React, Angular, Node.Js, JQuery, Express, Oauth, Flask, MongoDB, PostgreSQL, Neo4j

Packages/Tools: GCP, OpenCV, PyTorch, Pandas, NumPy, Scikit Learn, GitHub, Git

Experience

AIIU Lab, CITI, Academia Sinica

Jan. 2021 - Jan. 2022

Research Assistant

Taipei, Taiwan

- Developed an **interactive web application** that enabled users to infer our model online and provided a platform for collecting feedback from over **100 individuals**.
- Integrated training data into the desired space and restructured the generation pipeline to improve the robustness.
- Proposed a novel training method that leveraged cycle consistency and unsupervised learning to train a GAN
 model for retrieving genetic information from images.

 $\operatorname{MediaTek}$ Jul. $2021 - \operatorname{Sep.}\ 2021$

Algorithm Intern

Hsinchu, Taiwan

- Developed an alpha-matte generating tool that reduced the time required for marking image ground truth by 50%.
- Enhanced the quality of matting pictures by 20% in F2 score through self-designed pipeline.
- Designed a **matting algorithm** with the **self-supervised** training manner and achieved outstanding performance in both qualitative and quantitative tests **in real time**.

Test Research, Inc. (TRI)

Jul. 2020 - Aug. 2020

Software Engineer Intern

Taipei, Taiwan

• Designed an algorithm to de-noise and construct high-quality 3D structures from raw lidar detection data.

Selected Projects

 ${\bf Rice\ Book}\ |\ {\it JavaScript,\ MongoDB,\ ExpressJs,\ ReactJs,\ NodeJs,\ Oauth}$

Sep. 2022

- Constructed a facebook-like web platform supporting posts, comments, reactions features by MERN stack skills.
- Integrated with the Google OAuth API and Google Cloud Platform (GCP) to build and merge personal accounts.
- Applied unit testing techniques covering of over 90% of the lines of code, ensuring a high level of code quality and reliability.

Personal Portfolio Website | React, JavaScript, NodeJS, HTML/CSS

Jun. 2022

- Designed a personal web application using **React** and **JavaScript** as the front-end.
- Utilized rss2json API to request personal medium posts into JSON format.

Video Frame Interpolation | Python

Jun. 2021

- Implemented a hybrid approach using a **non-learning-based network** and a **deep-learning-based network** and applied warping techniques to interpolate intermediate frames.
- Awarded Second Prize in the final project competition associated with MediaTek among 15 teams.

Web Server $\mid Go$

Jun. 2021

• Constructed a secure web server interpreting HTTP request messages and handling concurrent requests.

Publication

- "KinStyle: A Strong Baseline Photorealistic Kinship Face Synthesis with An Optimized StyleGAN Encoder", Asian Conference on Computer Vision 2022.
- "StyleDNA: A High-Fidelity Age and Gender Aware Kinship Face Synthesizer", IEEE International Conference on Automatic Face and Gesture Recognition 2021.