# Shu-Chuan Hsu

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#### Education

# M.S. Rice University Master of Computer Science

Aug. 2022 - present

Texas, United States

#### B.S. National Taiwan University (NTU)

Sep. 2017 – Jan. 2022

Department of Mechanical Engineering

Taipei, Taiwan

• Cumulative GPA: 4.09/4.30 Last 60 credit GPA:4.17/4.30 CS related GPA:4.13/4.30

• Ranking: 7/186 (4%)

• Honors: 2020 Spring Dean's List

• Relevant Courses: Computer Programming, Linear Algebra, Data Structure and Advanced Programming, Algorithm, Computer Architecture, Machine Learning Foundation, Machine Learning Technique, Computer Vision, Introduction to Computer Networks

#### Skills

Programming: C++, Python, C#, JavaScript, MATLAB, Go, Verilog, Shell Scripting, IATEX Web Frameworks: HTML/CSS, React, Node.Js, Express, Bootstrap, Flask, MongoDB, MySQL

Packages/Tools: 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 to allow online inferencing of our model and collect feedback from online users.
- Designed a novel training method utilizing cycle consistency and unsupervised learning manner to train a GAN model aiming to retrieve genetic information from given images. Our proposed model outperformed other SOTA models on the kinship image generating task.

MediaTek

July 2021 - Sep 2021

Algorithm Intern

Hsinchu, Taiwan

- Designed a matting algorithm with the **self-supervised** training manner and an **adversarial-trained** discriminator. The model achieved outstanding performance in both qualitative and quantitative tests in real time.
- Created an alpha-matte generating tool for reducing the cost of marking image ground truth.

#### Test Research, Inc. (TRI)

July 2020 - Aug 2020

Software Engineering Intern

Taipei, Taiwan

• Developed an algorithm to de-noise and construct high-quality 3D structures taken from raw data of lidar detection. The algorithm serves as a pre-processing in detection defects of welding in printed circuit boards.

#### Selected Projects

## 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.

## Computer Vision Competition | Python

Jun 2021

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

# Web Server | Go

Jun 2021

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

#### Computer Architecture | Verilog, RISC-V

Jun 2021

• Implemented a single cycle CPU and re-designed the control of ALU control signals to support high-level instructions.

#### Publication

- "Kinship Face Synthesis Evaluation Website with Gamified Mechanism", IEEE International Conference on Multimedia
- "StyleDNA: A High-Fidelity Age and Gender Aware Kinship Face Synthesizer", IEEE International Conference on Automatic Face and Gesture Recognition 2021.
- "Measurement and Modeling of Frog Jumping", ARIS & NCAR 2021.