

# Shih-Yi (Matteo), Soo

Homepage: [matteosoo.github.io](https://matteosoo.github.io) ◇ Github: [www.github.com/matteosoo](https://www.github.com/matteosoo)

Phone: (+886) 981-359-060 ◇ Email: [matteosoo11@gmail.com](mailto:matteosoo11@gmail.com)

## EDUCATION

---

**National Tsing Hua University**

*M.S. in Computer Science*

**Hsinchu, Taiwan**

*September 2018 - April 2021*

**Soochow University**

*B.S. in Computer Science and Information Management*

**Taipei, Taiwan**

*September 2014 - June 2018*

## WORK EXPERIENCE

---

**E.sun Financial Holding Corporation, Ltd**

*Machine Learning Engineer and Technical Management Associate (TMA)*

**Taipei, Taiwan**

*July 2021 - Present*

- Used embedding technique to strengthen the verification that a series of customer buying behavior predictions are effective.
- Fine-tuned the Albert pre-trained model for classifying customer satisfaction questionnaire that saved 40 hours of manual labeling per season, and also applied data augmentation for solving the limited data.

**Walsin Lihwa Corporation**

*Software Engineer - internship*

**Taipei, Taiwan**

*April 2018 - July 2018*

- Applied the PageRank algorithm on text summarize for the specific industrial know-how and used bi-LSTM model to generate a summarize news for factories.
- Implemented a web crawler program according to the IT requests from HR department.

## PROJECTS

---

**Singing Voice Synthesis with Vocal Harmony**

*March 2019 - September 2019*

- Used WORLD vocoder as the reconstructed waveform basis to synthesize a two-part harmony vocals with low-distortion solution and abiding by counterpoint music composition theory.
- Honor: CTCI Foundation - AI Innovative Competition, 3rd place of AI & Arts (and NT\$200,000 in prize money)

**AI Cloze Test System**

*November 2018 - January 2019*

- Built up an AI Cloze test system which used the Google Bert model with 80% accuracy.
- Honor: Got 1st place in NTHU AI introduction course on platform of Kaggle competition

**StrikeZone - Virtual Strike Zone with AR Technology**

*March 2017 - November 2017*

- Used Unity (C#) to develop an AR 3D scene model and Firebase cloud database to store the hitter info for detecting the baseball whether passing the strike zone.
- Honor: International ICT Innovative Service Awards 2017 2nd place of information technology

## TECHNICAL SKILLS

---

**Programming Languages**

Python, Java, C++

**Web Development**

HTML5, JavaScript, CSS

**Deep Learning**

PyTorch, TensorFlow, Keras

**Others**

Linux(Ubuntu), Git, Markdown, LaTeX