

# PU-CHIN CHEN

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## EDUCATION

### University of California, Los Angeles (UCLA)

*M.S. in Data Science Engineering*

Distance Education in the 1<sup>st</sup> year

Sept. 2016-June 2018

- Coursework: Database Systems; Anticipated Courses: Big Data Analytics, Big Data Systems, Adaptation and Learning, Advanced Modeling and Inference, Learning and Reasoning with Bayesian Networks
- GRE: Q170/170 (**Top 3%**)

### National Taiwan University (NTU)

*B.S. in Computer Science*

Taipei, Taiwan

Sept. 2011-June 2015

- Coursework: Data Structures and Algorithms, Operating System, Computer Network, Object-Oriented Software Design, Machine Learning, Web Retrieval and Mining, Linear Algebra, Probability, Advanced Statistics
- Taiwan National College Entrance Exam: Math: 100/100 (**Top 1%**); Physics: 99/100 (**Top 0.1%**)

## PROFESSIONAL EXPERIENCE

### Teaching Assistant

*Data Structure and Algorithm*

Taipei, Taiwan

Mar. 2015-June 2015

- Initiated and instructed Linux and Git workshops first time in this course for a 200+ enrolled students class, which helped improve learning efficiency from feedbacks of students.

### Back-End Engineer

*Fountain Inc.*

Taipei, Taiwan

Oct. 2014-Feb. 2015

- Designed schema and constructed database for our e-commerce platform using MongoDB and Java.
- Established the network between Android client and Java server by socket programming.

## PROJECT EXPERIENCE

### Movie Database System with Web Interface, *Database Systems*

UCLA

- Unified a variety of querying, browsing and data adding functionality as an easy-to-use Web Service. Sept. 2016-Oct. 2016
- Launched a movie database system using MySQL with PHP and Apache2 server handling 100,000+ data.

### Manipulating Drones by Gestures Recognition, *Treehacks Hackathon*

Stanford

- Represented NTU in 2015 Stanford Treehacks Hackathon. Feb. 20th-22nd, 2015
- Created a body-controlled drone system using Java on Processing platform to control Kinect and AR.Drone within 36 hours, attracting 2 companies for potential cooperation.
- Achieved 90%+ accuracy to recognise 8 gestures in real-time using K-nearest neighbour algorithm; Proposed speed-detection algorithms reducing 10-25% time delay due to inertia forces.

### Level Learning: Classify Tutorials by Difficulty, *Web Retrieval and Mining*

NTU

- Extracted text features using TF-IDF concept from online learning tutorials crawled by Python. Mar. 2014-June 2014
- Ranked 10 levels of documents difficulty for each query using semi-supervised learning.

### Majoraha: A Salary-Oriented Platform for College Major, *Summer School*

UC Berkeley

- Ranked average starting salary, average mid-career salary and growth in pay over university majors. July 2013-Aug. 2013
- Visualized salary data crawled from Forbes by D3.js.

### Role-Playing Game, *Object-Oriented Programming*

NTU

- Designed a map editor for utilising image elements and generating multiple relational maps. Mar. 2013-June 2013
- Developed core game features including dialog system, sound effects, moving animation, bag for holding accessories, map switching and keyboard control system using Java Swing GUI.

## EXTRA CURRICULAR ACTIVITY

### Vice President

*NTU Hackathon Organization*

Taipei, Taiwan

Mar. 2015-Aug. 2015

- Led an organization with 9 departments of 68 members and 80 volunteers to host a 3-day hackathon for more than 800 nationwide students and industry professionals. Achieved the biggest hackathon event in Taiwan.
- Integrated cross-department communication and directed a technical team to build official websites, web game and bicycle tail light for marketing purpose. Technologies included NodeJS, ReactJS, AngularJS, Dart and Arduino.

## SKILLS

**Languages:** Native in Mandarin; Fluent in English

**Proficient in:** Java, C/C++, SQL, PHP, JavaScript, NodeJS, HTML, Git

**Familiar with:** Python, MongoDB, ReactJS, UNIX shell scripting,  $\text{\LaTeX}$