

PU-CHIN CHEN

+ (886) 921 448810 | puchinchen@ucla.edu | www.linkedin.com/in/puchinchen

EDUCATION

University of California, Los Angeles (UCLA)

M.S. in Data Science Engineering

Distance Education in the 1st 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%**)
- **Bachelor Thesis Project: Manipulating Drones by Gestures Recognition**
 - Represented NTU in 2015 Stanford Treehacks Hackathon; 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.

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.

SELECTED TERM PROJECTS

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.

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.

Handwriting Recognition System for Chinese Characters, *Machine Learning*

NTU

- Improved 10-15% accuracy by image pre-processing (e.g. trim redundant margin, normalise font size). Nov. 2013-Jan. 2014
- Experimented several models (e.g. SVM, linear regression) and got 82.1% accuracy using random forest.

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, AnuglarJS, 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, \LaTeX