



余明璠

Precision Biotech | 實習生

National Tsinghua University. | Computer Science 大學畢業

台北市文山區 | 1年(含)以下工作經歷 | 希望職稱：軟體工程師

I am lively and cheerful, good at communication and teamwork, have strong stress resistance,
and am serious about my work.

網頁版履歷 : <https://minfan-yu.github.io/my-resume-resume.html/>



個人資料

男、24歲、役畢(2025/6)

主要手機

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就業狀態

待業中

E-mail

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英文姓名

Rice

學歷

National Tsinghua University.

Computer Science | 大學畢業

2021/9~2025/1

工作經驗

總年資 1年(含)以下工作經歷



實習生

Precision Biotech (其它軟體及網路相關業)

軟體工程師

2024/8~2024/11

4個月

Took over the R&D progress from the previous batch of interns, resolved technical issues left in the development process, and continued advancing the project.

Applied software engineering skills to develop biomedical simulation programs required by the company, ensuring that the functionality met requirements while maintaining stability and scalability.

Effectively accelerated project development progress by the end of the internship.

求職條件

希望性質 全職工作
上班時段 日班、可配合輪班
可上班日 錄取後隨時可上班
希望待遇 面議
希望地點 台北市、新竹縣市、新北市
遠端工作 對遠端工作有意願

希望職稱 軟體工程師
希望職類 全端工程師、軟體工程師、通訊軟體工程師、資料工程師、AI工程師

專長

programming

#C++ #C

機器學習相關專題

The project involves detecting action intervals in broadcast perspective table tennis videos for the purpose of determining the ball's landing spot. Upon receiving new, complete videos of table tennis matches, this automated module identifies the starting points of player actions. It serves a model that automates the analysis of table tennis player movements to enhance accuracy. Our automated algorithm for segmenting player actions relies on tracking the trajectory and landing spots of the table tennis ball. This method faces challenges due to the significant variability and small size of the table tennis ball in video frames, which increases the likelihood of false positives and misses. To mitigate these issues, the project employs dual YOLO models and multi-layer condition assessments, reducing errors and omissions, thereby achieving automation and speed in producing training data.

#Python #Machine Learning

prompt engineering/ LLM

做過 prompt engineering相關專案

Build a social networking website with video conferencing capabilities.

<https://merged-mute.vercel.app/>

#JavaScript

International Computational Thinking Challenge PR99

Math

Full marks in the Mathematics General Scholastic Ability Test, and top-tier score in the Mathematics Advanced Subjects Test.

語言能力

英文

聽/精通 | 說/精通 | 讀/精通 | 寫/精通

自傳

在清華大學資訊工程學系的學習經歷，讓我深刻體會到團隊合作與自我成長的重要性。在 Data Science 課程中，我們雖然競爭著提升模型效能，但同時也彼此扶持；在 Machine Learning 專案中，則學會了分工協作與整合不同觀點。在遊戲程式設計課程中，曾因缺乏協作經驗導致程式碼合併時出現超過 999 則 conflict，這讓我深刻理解到溝通與版本控制的重要性，並促使我養成主動協調、確保專案順利推進的習慣。課餘時間，我持續參與校籃球隊訓練並多次獲得盃賽冠軍，培養了自律、耐力與團隊精神。在合作過程中，我常提出創新想法，也樂於配合他人指揮，確保團隊發揮最大效益。

My studies in the Department of Computer Science at National Tsing Hua University have given me a deep appreciation for the importance of teamwork and personal growth. In the Data Science course, although we competed to improve model performance, we also supported one another; in the Machine Learning project, I learned how to divide tasks, collaborate, and integrate different perspectives. In the Game Programming course, a lack of collaboration experience once led to more than 999 conflicts during code merging. This taught me the critical importance of communication and version control, and motivated me to develop the habit of proactively coordinating to ensure smooth project progress.

Outside the classroom, I actively trained with the university basketball team and won multiple tournament championships, which fostered discipline, endurance, and team spirit. In collaborative settings, I often contribute innovative ideas while also gladly following others' leadership, ensuring the team achieves its best results.