YU, JING-EN 游景恩

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Passionate about learning technology, like to cooperate with other people, and will be determined to reach the goal.
Possessed the ability of self-learning and have enthusiasm for learning new things.

Education

Bachelor of Science, Economics. **Expected Graduation: 2023**
National Taiwan University – Taipei, Taiwan.

- ***Courses:*** Programming for Business Computing in Python, C++ Programming Design, Manufacturing Data Science, Calculus, Statistics & Econometrics, Game Theory, Data Structures (learning).

***- Activities*:** 2021 Econ Camp Chief of Public Relations Department – organized corporate visits to 4 different corporations, managed to receive support from numerous corporate sponsors, and supervised the management of FaceBook fan page.

Projects & Experience

2021 iThome Ironman Software Development Group – website Sep 2021 – Oct 2021

- Post 30 technical articles in 30 days continuously on the iTHelp website.
- **Self-Learning C++** by tutorial videos from professor Kung, Ling-Chieh's YouTube Channel, and then share my notes as well as practices on the series of articles.

Relationship Between Theft Crime and Geographic Characteristics in Taipei – Demo Nov 2021 – Jan 2022

- Users can enter in an address, and also choose a model and theft crime types, and the address will be converted into a coordination **(JavaScript)**, then imported into the back-end through the middle layer.
- In the back-end, by the user's choice, can build a model with **KNN, SVM, Naïve-Bayes, Decision Tree,** or **Random Forest** algorithm (there are 5 options), which the results are average with 84% accuracy **(Scikit-Learn, Tensorflow)**.
- After training the model, the results will be returned back to the front-end and visualized to users. Besides statistical results, we also combined **Google Maps API** to drop pins on the map in our website.

Minesweeper – gh-page Jan 2022 – Feb 2022

- Use **HTML, CSS,** and **JavaScript** to clone a minesweeper game. Users can click the "Enter" button and choose a level that they want to challenge, and start the game.
- As the game starts, timer will start to count time until the player wins or loses the game. Every player has 3 chances to revive if the tile he/she clicks is actually a mine. As clicking a tile will reveal how many tiles are distributed in surrounded tiles, if the surrounded mines are all marked, the player can click the middle tile to raise the efficiency. When the marks exceed, there will be an alert.
- Deploy on **GitHub-pages**.

GitHub Repository Quickview – GitHub Feb 2022 – Mar 2022

- Used **React** to construct the front-end, while GitHub as back-end via connecting to **GitHub REST API**.
- As users type in a GitHub account and press the "Search" button, it will request the GitHub API and show the list of the searched user's repositories. When clicking a repository, it will link to the page which shows basic repository information, including the original GitHub URL.
- Deploy on **GitHub-pages**.

NFT Verification System – GitHub Feb 2022 – Mar 2022

- Build up the front-end by **React**, connect to **OpenSea.js API**, and also deploy on **GitHub-pages**.
- The default User Address is set to be our own wallet address(e.g. MetaMask), so we need to first connect to a wallet. By input the required data, it can fetch the NFT purchase data, and verify whether the transaction exists.
- If the transaction is validated, it will show the NFT. However, if the validation fails, it will show the "Verify Failed" alert.

Programming Skills: Python, C++, HTML, CSS, JavaScript, ReactJS, R.

Other: Google Analytics, Stata, Solidity.

Language Skills: IELTS: 7.0, Japanese (N4).

Interests: Calligraphy (Represents Taipei City Participating 2021 National Language Contest).