JUI-CHIEN CHEN

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PROJECTS

02.2025 - 04.2025

Prompt Engineering Project, Shakespearean Chatbot with RAG + GPT-3.5 Turbo

University of Texas at Austin

• Implemented a Retrieval Augmented Generation (RAG) pipeline with GPT-3.5 Turbo and a 40K+ dataset to generate Shakespearean-style chatbot responses, with custom Python scripts for style scoring and fine-tuning

• Conducted 10+ prompt engineering iterations, achieving average Poetic Style and Creativity scores of 4.6+/5, and delivering an interactive chatbot

09.2024 - 12.2024

Visualization Project, The Learning Ripple Effect

University of Texas at Austin

• Developed a full-stack interactive data visualization website using React.js and D3.js

• Designed an ETL pipeline to extract survey data, transform it into hierarchical JSON using Python and SQLite, and feed the visualization app

03.2022 - 01.2024

Virtual Reality Development Project, Wheelchair Basketball VR Game

National Tsing Hua University

• Coordinated team discussions to develop interview content, storyboards, and wireframes for a VR basketball game

• Developed UI prefabs for game instructions using Unity3D

• Synthesized team deliverables into the final report and presented the project at IEEE AIxVR 2024 (Poster Session) in Los Angeles

PROFESSIONAL EXPERIENCE

02.2025 - 05.2025

Associate Frontend Engineer, CM4AI Talent Knowledge Graph (UT Austin)

Austin, TX, USA

• Integrated 20,000+ bio-entity nodes (with metadata and relationships) into the knowledge graph using Svelte and TypeScript

• Co-authored a paper (ASIS&T 2025) and built frontend features for the CM4AI graph featuring 28K+ AI experts, 1K+ biomedical datasets, and 5K+ bio entities

• Collaborated with lead engineer to troubleshoot and optimize website performance and data visualization

08.2022 - 02.2023

Research Intern, Collaborative Social Computing (CSC) Lab

Remote

• Conducted literature review of 20+ papers across cognitive psychology, writing analysis, and interface interaction to develop research hypotheses

• Built an experimental website (HTML, CSS, JavaScript, PHP) supporting a 3x2 experimental condition design

• Ran controlled experiments with 15 participants using behavioral and EEG-based measures to analyze fake review generation

• Co-authored a research paper submitted to CHI 2023 Late-Breaking Work

05.2022 - 08.2022

Product Testing Intern, PicCollage Software Company

Taipei, Taiwan

• Participated in daily SCRUM meetings and practiced Agile methodologies

• Performed manual testing of the camera mobile app, PicCollage, which has accumulated over 200 million users worldwide

EDUCATION

08.2023 - 05.2025

University of Texas at Austin

Austin, TX, USA

Master of Science in Information Studies

09.2018 - 06.2022

National Tsing Hua University

Hsinchu, Taiwan

Bachelor of Business Administration in Management and Computer Science

SKILLS

Programming

- JavaScript, HTML, CSS/SCSS
- C/C++
- Python
- R Studio

Technical Skills

- React, Node.js, MongoDB
- Git(Version Control)
- SQLite
- Vercel
- Figma
- Unity3D

Design Skills

- Information Architecture
- Rapid Prototyping
- A/B Testing
- Usability Testing
- Agile Practice

PUBLICATIONS

05.2025

Interactive Graph Visualization and Teaming Recommendation in an Interdisciplinary Project's Talent Knowledge. Xu, Jiawei; Chen, Juichien; Ye, Yilin; Sembay, Zhandos; Thaker, Swathi; Payne-Foster, Pamela; Chen, Jake; Ding, Ying. 88th Annual Meeting of the American Society for Information, Science & Technology (ASIS&T 2025)

01.2024

Integrating Physical Wheelchairs and Virtual Basketball for Enhanced Access and Enjoyment in Wheelchair Basketball. Yu-Hung Hsu, Iuan-Kai Fang, Chun Wang, Jui-Chien Chen and Min-Chun Hu. IEEE AIxVR 2024-Oral Session