

Guan-Wei Chen

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Expertise: Programming(C/C++, Java, Python, JavaScript, C#), Game Development(Unity), Machine Learning(Pytorch, Tensorflow), Full Stack Web Development (React, PHP, Node.js, MySQL), Others (Linux, Docker, Git, Socket, Protobuf)

Education

Master of Institute of Computational Intelligence

National Yang Ming Chiao Tung University

Tainan, Taiwan

Sept. 2020 – Sept. 2022

○ GPA: 4.13/4.3

○ Advisor : Tzer-Jen, Wei

Bachelor of Information Management

National University of Kaohsiung

Kaohsiung, Taiwan

Sept. 2020 – Sept. 2022

Work Experience

Finger Game

Front End Engineer (Intern)

Mar. 2019 – July. 2019

iiNumbers, Inc.

AI Engineer (Part-Time)

Mar. 2021 – Aug. 2022

Academic Publication

User-Guided Line Art Colorization with StyleGAN

Created a line art coloring model modified from StyleGAN2 that has better quality than previous works.

In-GAN-Out: Improve image quality of GANs via zooming-in ROI and higher resolution hints

Proposed a training method that provides a stable way to maintain image quality on a pre-defined ROI.

Selected Development Experience

(APP) Gameet

A game partner platform. Developed in Finger Game.

Mar. 2019 – July. 2019

- Developed with React Native. Implemented a front-end app for web and mobile devices.
- Built client-side UI and programming logic. Use GraphQL to communicate with the back-end.
- Collaborated with our development team using GitHub Flow.

(Game) Liquid Knight

A multiplayer bumper car party game. Develop with a group of 3 members.

Mar. 2018 – Jun. 2018

- Independent completed the game programming and built a multiplayer game connection with Photon.
- Built the achievement system with Google Play Game Services API and implemented In-App-Purchase.

(AI) AI-assisted Game Art Inspiration

Cooperated with Ubitus. Developed tools for game art design with AI models.

Oct. 2021 – Aug. 2022

- Developed multiple generative models. For example, generate characters with poses, character pose control, weapon generation, and automatic line art colorization.
- Developed web application with Flask and Streamlit. Provided friendly interface to use model. And package the application with docker.

(AI) AI construction site safety detection system

Detect construction site safety problems with AI. Developed in iinnumbers.

Mar. 2021 – Aug. 2022

- Trained models and implemented algorithms to detect violation activity. For example, helmet detection, vest classification, and crowd detection.
- Analyzed the statistical data of models online, and continuously optimized models.

(Web) National University of Kaohsiung IF-School

Developed independently. IF-School website of National University of Kaohsiung. Mar. 2018 – Jun. 2018

- Developed full-stack website. Developed back-end with PHP and MYSQL.
- Implemented the website management system that allows admin to edit website and post articles.

(Web3) Utopia

A course registration and trade system. Based on blockchain and smart contracts. Jun. 2021 – Jun. 2021

- Developed front-end website with React and Web3. Interacted with deployed smart contracts.