

Guan-Wei Chen

☎ (+886) 917170981 • ✉ sddd1234567@gmail.com

🌐 sddd1234567.github.io/guanweichen/

Expertise: Programming(C/C++, Java, Python, JavaScript, C#), Front-end Development(React, React Native, HTML, CSS), Game Development(Unity), Back-end Development(PHP, Node.js, MySQL), Machine Learning(Pytorch, Tensorflow), Others(Linux, Docker, Git)

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.

Selected Development Experience

(APP) Gameet

A game partner platform. Developed in Finger Game.

Mar. 2019 – July. 2019

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

(APP) MeowMeow

A social platform designed for pet lovers, Providing forum, rescue, adoption, etc. Sep. 2018 – Dec. 2018

- Developed front-end app with Cordova. Implemented the fundraising process with ECPay API.
- Developed back-end with Node.js. Access data with Firebase Cloud Database.

(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.

(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 the admins to edit the website and post articles.

(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.

(Game) Eternal Melody

A 2D rhythm role-playing game. Develop with a group of 3 members.

Dec. 2016 – Jun. 2017

- Built the main scene and user interfaces and implemented the battle system and complete guiding flow.

(Game) Dropping Dot

Mobile casual game. Control the dropping ball on the screen and avoid obstacles. Jun. 2017 – Sep. 2017

- Published on Google Play. Integrated AdMob, players can get items with rewarded ads or through IAP.

(AI) AI-assisted Game Art Inspiration

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

Oct. 2021 – Aug. 2022

- Developed multiple generative models. For example, character generation with poses, style transfer of anime characters, weapon generation, and automatic line art colorization.
- Developed web application with Flask and Streamlit, and package the application with docker.