

TING-YIN CHANG CHIEN

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Education

The University of Texas at Austin

Aug. 2021 – Present

Master of Science in Computer Science

Austin, TX

- Expected graduation: Dec. 2022

National Taiwan University

Sep. 2009 – June 2013

Bachelor of Science in Computer Science and Information Engineering (CSIE)

Taipei, Taiwan

- Overall GPA: 3.74/4.0, Major: 3.86/4.0

Skills

Practice	Web Development (React, Django), Internet of Things (Modbus, PLC), Machine Learning
Coding	Python, C/C++, Java, JavaScript, TypeScript, HTML/CSS, C#, SQL
Technology	Linux, Git, Adobe Experience Manager, Microsoft Azure, Google Cloud Platform
Language	Mandarin (Native), English (Proficient), Japanese (Advanced)

Experience

Software Engineer

Sep. 2020 – July 2021

Change Healthcare | Shop Book and Pay (SBP), Digital Experience Platform

Taipei, Taiwan

- Developed the e-commerce platform solution on Java based CMS - Adobe Experience Manager (AEM) that allows patients to search medical services costs and give them out-of-pocket estimation with their insurances.
- Designed an automation program using Python & Selenium to build and verify over 50 tenant-specific SBP sites, reducing time by more than 66% from 3 days to 1 day for each site.
- Implemented automated E2E test framework to test for SBP UI regressions and CMS compliance using PyTest.
- Developed the front-end using React with responsive web design, improving 40% user experience on different devices.

Research Assistant

Apr. 2018 – Aug. 2020

National Taiwan University | Medical Computer-Aided Diagnosis System Lab, Dept. of CSIE

Taipei, Taiwan

- Conducted research on tumor-related images (breast tumor, lymph node, lung nodule images, etc.) detection and classification using machine learning/deep learning methods.
- Reduced 87% of false positives (from 29.35 to 3.8) at 98% sensitivity (AUC = 0.961) and reduced 90% of execution time (from 11 sec. to 1 sec.) in tumor detection using the modified object detection system YOLOv3.
- Designed experiments, visualized test statistics, and cooperated with researchers and companies.

Software Engineer

Jan. 2014 – Mar. 2016

Brogent Technologies Inc.

Kaohsiung, Taiwan

- Developed the central control system of two 4-D, somatosensory, 100-seat rides in C/C++ with ModBus, PLC and serial communication.
- Designed a general UI in C#, saving 50% of UI implementation time for other control systems.
- Led a team of four software engineers in two full-year projects: Yumble 4-D Theatre (Roermond, Netherlands) and Wildlands Adventure Zoo Emmen 4-D Theatre: Arctic 1 (Emmen, Netherlands).
- Installed facilities, coordinated with subcontractors on-site, collaborated with mechanical and electrical engineers, and provided customer support.

Projects

Lottery webpage

Dec. 2018

- Developed a webpage for drawing the lottery using Django.
- Designed the front-end and adjusted interfaces as per the customer's requirements in JavaScript and HTML/CSS.
- Implemented the back-end with NoSQL database to let users import and modify awards and name lists.

Additional Experience

WWOOF (Volunteering) and Working Holiday in Japan / Australia / New Zealand

2016 – 2018

- Volunteered and worked in various industries, such as ranching, farming, and dining. Communicated with travelers and local residents in Japanese and English, with full exposure to foreign cultures.

Public Relations Manager, CSIE Student Association

2011 – 2012

- Held 3 alumni forums for student career planning, developed campaigns and sought sponsorship.