Tong-Ing Wu

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Education

The University of Melbourne, Melbourne, Australia   **Jul. 2018 - Jul. 2020**

- Master of Information Technology
- Distinguished Coursework: Programming and Software Development (H1), Internet Technologies (H1), AI Planning for Autonomy (H1), Mobile Computing Systems Programming (H1), Research Project (H1)
- Research Project: "Benchmarking Distributed Stream Processing Systems"; Technologies involved: Java, Python, Linux, Apache Storm, Apache Zookeeper, Dragon, Nectar Cloud, Building Computer Clusters.

National Tsing Hua University (NTHU), Hsinchu, Taiwan   **Sep. 2016 - Jun. 2017**

- Continuing Education Program, Department of Computer Science, **GPA: (4.15/4.3)**
- Coursework: Data Structures (A+), Operating Systems (A+), Design and Analysis of Algorithms (A), Computer Architecture (A)

National Chiao Tung University (NCTU), Taipei, Taiwan   **Sep**. **2009 - Jun. 2013**

- Bachelor of Science, Applied Chemistry

Skills and Language Proficiency

Programming Language: Java, Python, C/C++, JavaScript, HTML5/CSS, MySQL, MIPS, Haskell, Prolog.
Other development skills: Android, Web Development (MERN Stack), Apache Storm, Unix/Linux, Git, Agile Development.
Languages: English (Fluent), Mandarin (Native), Taiwanese (Fluent), Japanese (Basic).

Projects

Motion Sensing Dinosaurs Game in Android and Java   **Oct. 2019**
- Implemented a motion sensing game with multiple sensors in mobile phones.
- Designed the user interface and connected it to a Firebase.

Pacman Game AI in Python   **Oct. 2019**
- Implemented an AI agent that can play Pacman Game against other teams.

Twitter Authorship Attribution in Python   **Oct. 2019**
- Implemented a system that can identify the likely authorship of a given tweet, given a collection of tweets whose authorship is known.

Automatic Fact Verification System in Python   **May 2019**
- Build an information retrieval system to retrieve possible evidence using PyLucene.
- Trained a deep learning model to verify claims using evidence.

P2P File Sharing System in Java   **May 2019**
- Build a TCP/UDP based distributed system which allowed file sharing and synchronization.
- Utilized cryptography API (Bouncy Castle) to implement a secure way to control peers remotely.

Spelling Corrector in Python   **Sep. 2018**
- Implemented a word frequency model and used Levenshtein Distance to predict misspelled words. (Precision: 85%, Recall: 83%)

Indexing Algorithm Design for processor cache in C   **Dec. 2016**
- Implemented least recently used replacement policy (LRU)
- Designed a cache indexing scheme to minimize cache conflict miss.

Bicycle-sharing System in C++   **Dec. 2016**
- Implemented a rental bike system which can manage bikes, such as adding, renting, transferring, returning and discarding bikes.

Work Experience

Software Engineer, Melbourne, Victoria, Australia   **Dec. 2019 – Mar. 2020**
Scram Software
- Maintained and developed unit tests and functional tests in Python to validate the software, thereby increasing the reliability.
- Wrote scripts to extend original tests and conducted experiments to solve engineering problems.

Engineering Project Manager, Taipei, Taiwan   **Sep. 2015 – Mar. 2016**
Career Technology (MFG.) Co., Ltd
- New product project planning, progress tracking and engineering problem solving & tracking.
- Conducted project meetings, organized and motivated project teams.