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EDUCATION

The University of Chicago, Chicago, IL

- *Master of Science, Computer Science* Expected, June 2024
- *Bachelor of Art, Computer Science and Art History* (GPA: 3.88/4.00) Expected, June 2024
- Courses and experiences: Computer Vision, Operating Systems, Distributed Systems, Unit/Integration Testing, Computer Security, CI/CD

SKILLS

Technical: Python, C, C++, Java, Git, Linux, R, Microsoft Suite
Graphic Design: Adobe Photoshop, Adobe Illustrator, Adobe InDesign
Language: Proficient in reading, writing, and speaking in Mandarin and Japanese

EXPERIENCES

MINIEYE, *Algorithm Engineer Intern*, Remote June 2021 – December 2021

- Developed an automatic calibration algorithm that calibrates four cameras of an around view monitor (AVM) system simultaneously in a natural driving situation in 5-10 minutes using **C++, Ceres Solver, Eigen**
- Designed a program that converts fisheye images of the surrounding views of a vehicle into bird-eye images and extract lane markings using **OpenCV**

Duunokid, *Associate IT Product Manager*, Remote April 2021 - December 2021

- Set up an **Amazon Web Services** server for the company, deployed the company's website onto the server, and set up its database using **MySQL**
- Created 4 new pages for the company's website and update the website's contents weekly using **WordPress**
- Designed the UI/UX interface of the website and mobile app with the software development team and the number of website visits has increased by **25%** since summer of 2021

Undergraduate Economics Research Society, *Cohort Member*, Chicago, IL October 2019 – May 2020

- Conducted research on teenage addiction to e-cigarettes and its potential transition to traditional cigarettes using data from CDC
- Performed regression analysis on collected data using **R** and **Microsoft Excel** in order to observe significant connections between cigarette addiction and other behaviors.

TECHNICAL PROJECTS

Chiventure: Text-based Adventure Game Engine (C, WDL++)

- Documented and updated existing features of the game engine including RPG features and game authoring tools
- Designed and implemented new mechanics for Non-Player Characters (NPCs), such as dialogue trees, skill trees, moving NPCs between rooms, and an interactive battle system between the player and NPCs

Image Processing Program (C)

- Implemented functionalities and algorithms that perform basic manipulations on PPM format images, such as creating negative, creating greyscale, and blurring

Tweets Analyzing Program (Python)

- Implemented multiple algorithms to analyze a collection of tweets, such as finding a user's favorite hashtag and finding the most salient tokens in a document using *Term-frequency-inverse document frequency* statistic

Pintos (C)

- Implemented a number of new features, including priority scheduling, a multi-level feedback queue scheduler, a system call handler, and an argument parser, onto the original Pintos source code