

Ming-Hsin Chen

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National Cheng Kong University, 701, Tainan City, Taiwan | he/him/his

Education

M.S. National Cheng Kong University **2021 ~ 2023 (expected)**

AI Robotics, College of Miin Wu School of Computing

Thesis based research master program with a concentration in Robotics.

B.S. National Cheng Kong University **2017 ~ 2021**

Computer Science, College of Computer Science and Information Engineering

Skills

Proficient in C#, C++, Python, OpenCV, Vue.js, Game AI

Skilled in Unity Development, Software Engineering, Photoshop, Rhino

Experience

NCKU SCREAM Lab as Project Developer **Fall 2021**

- Developed online multi-login systems which will be applied in a VR Demo project based on **Unity3D**, coded in **C#**.
- Cooperated with designers and game AI engineers in our team to construct a Metaverse Scene which concludes part of local scenarios in Tainan, Taiwan.

NCKU aiRobots Lab as Graduate Researcher **Fall 2021 ~ Summer 2023**

- Research in robotics and concentration in CV .

NCKU 13th Bike Festival Official Website as Web Frond-End Developer **Summer 2020**

- Developed the whole website and cooperated with UI/UX designers, coded with **Vue.js**.

Awards

【Excellent Work】 2020 National Cheng Kong University CSIE Graduation Project

- As a team leader and developer in this project, which topic is "An application of HTC Vive to the design of VR game"