

# Tsung-Wei Chin

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Able to effectively finish projects independently, as well as able to collaborate with productive team. Good at combining both technology and management skills. Full of creativity. Passionate about solving problems. Willing to learn new skills in any fields.

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## Education

NATIONAL TAIWAN UNIVERSITY OF SCIENCE AND TECHNOLOGY (NTUST) — Taipei, TW

**Pursuing BBA in Information Management**, Program in Computer Science (*All credits completed*)

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■ *Program Highlights: Completed projects during schooltime includes:*

- *Multi websites with RWD Design*   □ *Web game with HCL Notes*   □ *CLI Vending Machine with JAVA*
  - *Raytracing engine with C#*   □ *Roller coaster with OpenGL*   □ *POS for book store with JAVA*
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## Work Experience

NTUST Computer Graphics Lab — Taipei, TW

**Teaching Assistant**, 2/2021 to Present

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Domain expert in using game engines also with a lot of game development experience. Independently taught 40 students, for a whole semester, how to effectively use both Unity Engine and Unreal Engine. Also assigned quizzes and homework and prepared answers for them. Hosted an event where students demonstrated their work and received feedback and scoring.

International Games System Corporation — Taipei, TW

**Game Programmer**, 6/2019 to 9/2019

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Helped the corporation to port a game from arcade platform to HTML5 for making a smartphone version. Mainly worked on rewriting specific characters and scenes.

NTUST Computer Graphics Lab — Taipei, TW

**Crew Member**, 3/2019 to Present

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Through outsourcing was able to assist other companies in different fields. Collaborated with teams and also completed independent projects by myself.

### ***Main Projects:***

- Built an online system to test Object-Oriented Programming course homework.
  - Created a system to transfer photo headshots to a building block layout for a Taiwan building block company and optimized the algorithm for keeping the detail of the face.
  - Used machine learning to detect road marking from top-down photos to rebuild it on the city model in Blender for the construction company.
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## Skill

Python | C# | Visual Basic | Java | Unity | Unreal  
Computer Graphics | CV Machine Learning | HCL Notes | Git

## Studying Skill

HTML5 | CSS3 | JavaScript | Bootstrap | Figma | Node.js  
SQL | NoSQL | Restful API | React

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