Yun-Tung, Chu

(669)-609-4418 | yuntungchu.ytc@gmail.com | linkedin.com/in/yuntungc | winona1111.github.io

Education

Master of Science in Electrical Engineering, University of Washington Sep 2024 - Aug 2026
GPA: 3.86/4.0 | Related Courses: AI For Mobile Robots, Large Language Models, Embedded System

Bachelor of Science in Management Information Systems,
National Chengchi University | GPA: 4.04/4.3 Grad: Jan 2024
Related Courses: Data Structure, Algorithms, Operating System, Database Management Systems

Technical Skills

- Programming: Python • Java • JavaScript • PHP • HTML • SQL • C# • ROS • Pytorch
- Tools: MySQL • MSSQL • VS code • Visual Studio • Eclipse • Git • GitHub • GitLab • Tableau

Work/Internship Experience

Software R&D Summer Intern | Intelligence Peripheral, Innodisk Co. Jul 2022 - Aug 2022
- Utilized LabelImg , developed data augmentation to expand image training datasets by **4.5 times**
- Optimized the YOLOv4-tiny model on Xilinx KV260 using Vitis-AI, achieving **95% mAP@0.45** in detecting screw welding defects and improved inference speed by 50+ FPS.
- Developed a Python-based unit testing for the team project, enhancing error detection.
- Orchestrated project containerization using Docker under Linux environment.

Software R&D Intern | Hualiteq International Co. Aug 2023 - Dec 2023
- Utilized JavaScript and Genesys Composer to develop IVR project and connected IVR to system MS SQL Server with stored procedure.
- Authored technical documentation on GitLab integration for enterprise project management.

Projects/Hackathons Experience

Color vision deficiency assistance | Developer Apr 2022 - Dec 2023
- Developed a color adjustment software module for Hololens2 mixed reality goggles, designed to assist individuals with color deficiency in specialized environments such as chemical laboratories, utilizing Unity and C# technologies.
- Implemented TensorFlow Object Detection API to accurately identify laboratory glassware, achieving a precision of 94% mAP in object recognition.
- Built a partial frame color adjustment function using a custom color transformation matrix within the Unity development environment with C#.
- Optimized device integration through Socket programming and C# Coroutines, successfully reducing screen synchronization latency between remote devices and local servers by 100 ms.
- Secured **First Place** in the 2023 National Universities Innovation Competition.

Transnational vaccination verification system | Full-stack Developer Apr 2022 - Jun 2022
- Developed a comprehensive web platform providing integrated travel and vaccination information for cross-border entry requirements during the COVID-19 pandemic.
- Implemented a robust MySQL database to centralize and manage international travel and entry regulations, utilizing PHP to dynamically render and access critical information.
- Designed an interactive user interface featuring registration and commenting functionalities, enabling collaborative knowledge sharing and real-time information updates for travelers.

MONEY GRABBER | Developer Feb 2021 - Jun 2021
- Developed a location-based restaurant discovery application for campus environments using Java in Eclipse, designed to assist new students in quickly exploring local dining options.
- Implemented web scraping techniques utilizing Python's Selenium and BeautifulSoup libraries to aggregate comprehensive restaurant information from Google Map.
- Enhanced user experience by integrating Google Maps API, providing interactive geographical visualization and refined interface design for seamless restaurant exploration.

Activities

Marketing Team | NCCU Data Analytics Club Jun 2022 - Jun 2023
Head of Design Team | NCCU Commerce Career Ambassador Sep 2021 - Jun 2020