Yun Tung, Chu

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Education

MS in Electrical and Computer Engineering, University of Washington — Sep 2024 – Aug 2026
GPA: 3.86/4.0

- **Coursework:** AI For Mobile Robots, Large Language Models, Embedded System

BS in Management Information System, National Chengchi University — Sep 2020 – Jan 2024
GPA: 4.04/4.3

- **Coursework:** Data Structure, Algorithms, Operating System, Database Management Sys

Technical Skills

Languages: Python, Java, JavaScript, PHP, HTML, SQL, C#

Tools & Frameworks: ROS, PyTorch, MySQL, MSSQL, VS Code, Visual Studio, Eclipse, Git, GitHub, GitLab, Tableau

Work/Internship Experience

Software Research & Develop Intern — Taipei, TW
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 Research & Develop Intern — Taipei, TW
Hualiteq International Co. — Aug 2023 – Dec 2023

- Utilized JavaScript and Genesys Composer to develop IVR project and connected IVR to system MSSQL Server with stored procedure.
- Authored technical documentation on GitLab integration for enterprise project management.

Projects

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 — Back-end 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 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.