HUNG-YI WU

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EDUCATION

University of Illinois Urbana-Champaign

Master of Computer Science

Champaign, IL Expected Dec 2024

National Yang Ming Chiao Tung University

Bachelor of Science in Computer Science | GPA: 4.01/4.3

Hsinchu, Taiwan

June 2022

• Selected Coursework: Data Structures, Algorithms, Database, Machine Learning, Natural Language Processing

EXPERIENCE

ASUS Intelligent Cloud Services (AICS)

Taipei, Taiwan

Aug 2022 – Apr 2023

Software Engineer

Python / TypeScript (Vue) / NodeJS / FastAPI / Selenium IDE / Azure

- Reduced end-to-end automation test runtime by 80% by introducing step-level parallelism and automatic failed test rerun mechanism to the test engine
- Enhanced product stability on E2E tests by 20% by automating detailed reproduction steps for 80+ defects and initiating corrective action for 200+ custom-related issues
- Built an end-to-end bulletin board system with Vue.js as frontend and FastAPI as backend
- Worked on decoupling API tests from E2E tests and integrating results with Allure report framework to enhance test scalability and readability

InQuartik (A patent intelligence company)

Taipei, Taiwan

Software Engineer Intern

Jan 2022 - Jul 2022

Java (Spring) / PostgreSQL / JavaScript (Vue) / Selenium / Cucumber / AWS

- Designed and built a customized patent analysis web service for clients' unpublished claims with Java Spring,
 AWS S3 and PostgreSQL
- Improved user experience and boosted revenue by 4% by developing features that allow users to browse multiple patents side-by-side using Vue.js
- Created 350+ BDD test cases with Java Cucumber to ensure the integration among data, backend, and frontend

Synopsys

Hsinchu, Taiwan

Software Engineer Intern

Jul 2021 – Aug 2021

- Decreased total turnaround time for Critical Dimension Variation Check (CDV Check) in Proteus Lithography Rule
 Check by 20% by translating CORBASIC (language specific to Proteus) to C++
- Identified an internal precision issue between two kinds of CDV Check by performing completed regression tests

SKILLS

Programming Languages: Python, JavaScript, TypeScript, SQL, Java, C++

Framework: React, Vue, Node.js, FastAPI, Spring

Others: Git, MySQL, PostgreSQL, MongoDB, Redis, AWS, Azure, Jenkins, Jira, Asana, Scrum

PROJECTS

Camera-Based Table Tennis Stroke Analysis

Sep 2020 - Jun 2021

• Led a team of 3 to address staff shortage issues for the university's table tennis team by building a video classification model for players' strokes and an object tracker for balls and tables

BBS and Chat Room System

Sep 2020 – Dec 2020

 Created a bulletin board system and a chat room service that allows users to interact with others simultaneously using Python and SQLite