

## SUMMARY

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CS senior focused on understanding problems deeply and designing practical, human-centered solutions across **AI/ML, DevOps, cloud services, and fintech applications**. Driven by curiosity, structured thinking, and collaboration in turning ideas into real, usable outcomes with meaningful impact.

## SKILLS

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- Python (Poetry, UV), Java, C, C++, JavaScript, Vue.js, Nuxt.js, React, Node.js, Scikit-learn, TensorFlow, PyTorch, NLP, Tesseract OCR, Computer Vision, MATLAB, AI/ML/GenAI/MLOps, Microsoft Foundry, GitHub Copilot, Copilot Studio, Prompt Engineering, AWS, Google Cloud, Docker, Git, Power Automate (Desktop/Cloud), RPA, DPA, n8n, Supabase

## EXPERIENCE

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### Fubon Life Insurance Co., Ltd – AI Research Intern

(July 2025 – present)

- Leveraged Microsoft **SaaS & AI tools** to automate workflows for diverse business units, successfully delivering multiple optimization projects and **slashing manual processing time by 85%**.
- Mastered the end-to-end lifecycle: Requirement **Analysis** → **POC** → **Deployment**, significantly accelerating project delivery through precise stakeholder alignment.
- Acquired financial domain knowledge and actively contributed to the establishment of compliant enterprise **AI Governance frameworks and standards**.

## EDUCATION

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### National Taipei University - Bachelor of CSIE

(Sep 2022 – Jun 2026)

- NTPU, Computer Science Student Association (Sep 2023 – Jun 2024)
- Modified and deployed a **Nuxt.js + PostgreSQL online voting system**, increasing election participation from **13% → 38%**.
- Assisted in teaching **introductory programming** to 40+ high school students during a five-day camp and prepared course materials, demonstrating teamwork and reliability.

## CAPSTONE PROJECT

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### AI Agent for Geister Board Game

- Developed a competitive Geister AI using **N-tuple Networks** for Machine learning and **ISMCTS** (Information-Set Monte Carlo Tree Search) for decision-making.
- Contributed to the official **Java game server**, implementing frontend-backend integration, game logic, and UI interaction.
- Achieved 4th place** in the GAT2025 (Game AI Tournament, Japan) competition, defeating a long-standing top-3 team. **Received 3rd place out of 13 teams** in the department's Capstone Project Competition and was selected for the **NSTC College Student Research Grant**.

## PROJECTS

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### License Plate Character Recognition System (YOLOv8-based)

- Developed an image-based system to localize characters on license plates, placing 2nd in class based on localization accuracy. Extended the system with **OCR and image processing, achieving 92% recognition accuracy** in character recognition.

### AI-powered Chatbot for Medical Literature Exploration (medical-agent)

- Built a chatbot to help users search and interact with **PubMed papers** more intuitively, enabling **semantic Q&A over academic content**. Using **GCP with Vertex AI to implement RAG** (Retrieval-Augmented Generation).

### Low-Cost AI Travel & Route Planner Architecture (travelplan)

- Built a context-aware AI travel planner by integrating real-time weather and real-time tourism APIs. Engineered a hybrid architecture using **n8n on Hugging Face (Docker)** and **Supabase**, achieving high availability and performance without cloud expenses.

## CERTIFICATIONS & AWARDS

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- Honorable Mention(5/69), Taipei University AI Innovation Competition, 2025**
- AWS Certified AI Practitioner. AWS Certified Cloud Practitioner.**
- Blockchain Fundamentals Certification**, Chainlink Labs
- IELTS**, Overall Band 6