Hung-Cheng **Lin**

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Education

National Taiwan University	*Taipei, Taiwan*
M.S. in Computer Science and Information Engineering	*2016 - 2018*

National Taiwan University	*Taipei, Taiwan*
B.S. in Computer Science and Information Engineering	*2012 - 2016*

Experience

Computation Theory and Algorithms Lab (Prof. Tsan-Sheng Hsu) — *Taiwan*

Research — *2015 - 2016*

- Researched algorithms of Computer Program of 9×9 Go

Massive Data Computation and Management Laboratory (Prof. Tsan-Sheng Hsu) — *Taiwan*

Research — *2016 - 2018*

- Memory-efficient algorithm for solving small-board-sized Go
- Solve the result of small-board-sized Go in limited memory

Honors & Awards

Artificial Intelligence

2016	**Silver Prize**,	TAAI (Computer Game Tourament) Go 9x9	*Taiwan*
2016	**Silver Prize**,	TCGA (Computer Game Tourament) Go 9x9	*Taiwan*
2017	**Bronze Prize**,	TCGA Go 9x9	*Taiwan*
2017	**Bronze Prize**,	The 20nd Computer Olympiad Go 9x9	*Netherlands*
2018	**Silver Prize**,	The 21st Computer Olympiad Go 9x9	*Taiwan*

Writing

Website about Computer Science — *Github Page*

Markdown — *May 2014 - PRESENT*

- Writing notes of school courses and extracurricular learning

Projects

Connect-6

Java — *2012*

- First trial for AI design
- Limited to the ability at that moment, it does not work well

Nonogram

C++ — *2014*

- Nonogram is a Japanese puzzle that fill color to the board with row and column constrants
- DFS search with heuristic

Go 9x9

C++, PYTHON   *2014 - present*

- Based on Monte-Carlo Tree Search with parallelization
- Implemented probability-based move-prediction model and result prediction
- After the presence of AlphaGo, also implemented machine-learning based model

Bloody99

PYTHON   *2015*

- Bloody99 is a poker game modified from 99, which is well-known in Taiwan
- Our team try for various algorithm like alpha-beta searching, monte-carlo method and heuristics

ChatBot

AIML, JAVASCRIPT, HTML   *2017 - present*

- Chatbot that can do general English conversation, with text-to-speech and speech-to-text feature
- Due to the accuracy problem of machine-learning method, mainly use rule-based method

Small Games

UNITY(C SHARP)   *2017 - present*

- Small games for learning English