

Hung-Cheng Lin

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Education

National Taiwan University

B.S. IN COMPUTER SCIENCE AND INFORMATION ENGINEERING

Taipei, Taiwan

2012 - 2016

National Taiwan University

M.S. IN COMPUTER SCIENCE AND INFORMATION ENGINEERING

Taipei, Taiwan

2016 - 2018

Experience

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

RESEARCH

- Researched algorithms of Computer Program of 9×9 Go

Taiwan

2015 - 2016

Massive Data Computation and Management Lab (Prof. Tsan-Sheng Hsu)

RESEARCH

- Memory-efficient algorithm for solving small-board-sized Go
- Focus on performance, memory usage, and algorithm improvement

Taiwan

2016 - 2018

Synology Inc.

SOFTWARE ENGINEER

Taiwan

2018 - 2019

Honors & Awards

ARTIFICIAL INTELLIGENCE

2016 **Silver Prize**, TAAI Computer Game Tournament Go 9x9

Taiwan

2016 **Silver Prize**, TCGA Computer Game Tournament Go 9x9

Taiwan

2017 **Bronze Prize**, TCGA Computer Game Tournament 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 of Computer Science

MARKDOWN

- Writing notes of school courses and extracurricular learning

Github Page

May 2014 - PRESENT

Projects

Nonogram

C++

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

2014

Go 9x9

C++, PYTHON

2014 - present

- Based on Monte-Carlo Tree Search with parallelization
- Implemented probability-based move-prediction model and result prediction
- Implemented machine-learning based prediction and evaluation 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

Chat Bot

AIML, JAVASCRIPT, HTML

2017 - present

- Chat bot 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

English-learning Games

UNITY(C#)

2017 - present

- Small games for English learners