

ALAN TSENG

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SUMMARY

Highly motivated software developer with 4+ years of experience in AI, Cloud, and Data. Recently graduated with a Master's degree in Computer Science from National Taiwan University. Possess internship experience at LINE Corp developing large-scale systems. Founded and led the Developer Student Clubs, demonstrating a passion for knowledge sharing and fostering collaboration within the tech community. Proven ability to solve real-world problems efficiently through participation in hackathons. Maintain a technical blog with over 150+ articles since 2017.

EDUCATION

Master of Computer Science, National Taiwan University 2021-2024

Overall GPA: 4.12/4.3

Coursework: Blockchain and Big Data, Introduction to FinTech, Computer Vision

Publication: 2023 IEEE International Conference on Metaverse Computing, Networking and Applications

EXPERIENCE

Software Developer Intern 2022 - 2022

Line Corporation (95M MAUs worldwide, social media company in Asia) Taipei, Taiwan

- Solve the data inconsistency issues across teams and increase API development time by XX% by designing a service utilizing Swagger, auto-gen types, and Kubernetes deploy with DNS/LB.
- Led 5 developers to build an NFT merchant management system with NextJS and Spring Boot in Hackathon.
- Gave a talk on Ethereum & dApp development in the study group.
- Developing a large scalable system using Nx and collaborating with the global team.

SELECTED PROJECTS AND COURSES

Decentralized Ticketing System - Master's Thesis (Web3 FullStack)

- Reduced price fluctuations by 9X%, eliminating scalper's profit (1XX%), by stimulating the market, writing 3 ticketing strategies and analysis using SQL.
- Developed a full-stack web3 project that includes a smart contract, website, and mobile app using Next.js, React Native, and Solidity with 9X% BDD code coverage.
- In progress: Add Fixed Price ticket purchase feature with Apache Kafka.

Rate My Professors TW - Full Stack Project

- Data: Achieved a web scraping rate of 10+ pages per second using asyncio and aiohttp.
- Backend: Developing with FastAPI, Golang, and gRPC for performance.
- Frontend: Initially used Pug, now using NextJS with course scheduler, rating system, and PWA support.
- In progress: Add LLM+RAG, NLP, features to Build Modern GenAI Applications and an Android App.

Drum.io - Course Project

- Won 1st place in a competition with 50+ votes by developing a trainable air drum game using TensorFlow.js, Arduino, and WebSockets.

Create your dancing robot - Course Project

- Won 1st place in a competition with 52 votes for developing a model control system using C/C++ and OpenGL.

Certified Developer MLOps Professional by Intel - Course

HuggingFace - NLP Course

HONORS

Research Excellence Award - Honored for top 1% research & graduation.

Intel Andy Grove Scholarship - Top 18%(367 selected) applicants worldwide for academic and leadership potential.

College Student Research Scholarship - Awarded by Ministry of Science and Technology, Taiwan.

Robot Design Competition - Awarded 1st place and leading team of 4 in competitive event (30+ teams).

EXTRA-CURRICULAR ACTIVITIES

Lead of Developer Student Club - Selected as one of 800 leaders from a pool of 3000+ global applicants, I led a team of 73+ students and delivered talks on machine learning, PoseNet, Python & Colab, and Flutter.

ACM Competitive Programming Club Leader - Led a group of 20 students in a discussion on programming and practice using UVa Online Judge.

Volunteering

- Provided technical support at the ART FUTURE exhibition showcasing blockchain applications.
- Assisted with Developer Student Club (DSC) and Google Developer Groups (GDG) events at SITCON(Student Information Technology Conference) and COSCUP(Conference for Open Source Coders, Users and Promoters).

SKILLS

- Artificial Intelligence(Generative AI, LLM, RAG, NLP, CV, ML/DL, Data Analysis), Web(Frontend/Backend) Development, Cloud-Native Applications, Socket, Chrome Extension, SSG/SSR, MVC, TDD/BDD, AWS, CI/CD, Web Crawling, PWA
- Python, C/C++, JavaScript/TypeScript, Golang, Java
- LangChain, Huggingface, ChatGPT, MLflow, Tensorflow, Scikit-Learn, OpenCV, OpenGL, Numpy, Pandas, Matplotlib, Swagger, FastAPI/Flask, NodeJS, Express, Nx, React(NextJS, React Native), Selenium, Playwright, Mocha, Kafka, Spark, Kubernetes, Grafana, Android, Terraform
- NoSQL(MongoDB), SQL(PostgreSQL, MySQL), Vector(Weaviate)

OTHERS

alanhc.github.io/projects | alanhc.github.io/logA | alanhc.github.io/about | alanhc.github.io/cv.pdf

PUBLICATIONS

- Sung, H.-M., Chen, T., **Tseng, H.-C.**, Prayogo, B., Lin, J.-Y., & Hung, Y.-P. (2023). **akaTick: Hybrid Mobile E-Ticketing System Based on Non-Fungible Tokens**. 2023 IEEE International Conference on Metaverse Computing, Networking and Applications (MetaCom), 686–687.
- **Tseng, H.-C.**, Tu, C.-W., Huan, X.-Y., & Chia, T.-L. (2020). **Nighttime vehicle light detection based on deep learning and image enhancement**. 2020 IPPR Conference on Computer Vision, Graphics, and Image Processing (CVGIP), 1–8.