

Chih-Hsuan Kuo, Software Engineer Intern, Summer 2021

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology May 2021

National Chengchi University, Taipei, Taiwan
B.S. in Computer Science Jun 2019
Relevant courses: 3D game programming, Computer Graphics, Introduction to Machine Learning

SKILLS

Languages: C, C++, C#, Python, Java, JavaScript, HTML, CSS

Frameworks: Tensorflow, Google Cloud Platform, Amazon Web Services

Applications: Unity3D, Eclipse, Adobe PhotoshopCS3, Autodesk Maya

EXPERIENCE

Software Engineer Intern, Trend Micro Inc., Taipei, Taiwan Jul. 2019 - Jun. 2020

- Designed and implemented machine learning models with behavior logs for malware type classification.
- Enhanced static layers protection model by researching behavior-based malware detection method on Windows OS.

Research Assistance, National Chengchi University, Taipei, Taiwan Nov. 2017 - Jun. 2020

- Improved the system to decide the reaction of non-player characters with the actor using motion capture in the virtual film set (virtual reality environment).
- Designed camera shot recommendation system in the virtual film set.
- Provided shot recommendation system based on experts' experiences in virtual film set.
- Created an interactive environment to help the users get used to film in the film set.
- Published: Q.-J. Wu, C.-H. Kuo, H.-Y. Wu, T.-Y. Li, 2020.03, "Designing an Adaptive Assisting Interface for Learning Virtual Filmmaking," in Proc. of EUROGRAPHICS 9th Workshop on Cinematography and Editing, virtual. ([paper](#))
- Rewarded The Honorable Mention Award of Computer Graphics Workshop 2019, Taipei ACM SIGGRAPH with the paper "Camera Shot Recommendation for Virtual Film Set," in Proc. of 2019 Computer Graphics Workshop, Tao-Yuan, Taiwan, 2019

Summer Intern Research Assistant, Academia Sinica, Taipei, Taiwan Jul. 2018 - Aug. 2018

- Researched on automatic producing pieces of music based on Tonnetz with LSTM.

Teaching Assistant, National Chengchi University, Taipei, Taiwan Sep. 2019 - Jan. 2020

- Course: Object-Oriented Programming
- Prepared class materials for TA sections and graded assignment.

ACADEMIC PROJECTS

Build Virtual World, programmer, ETC Fall 2020

- **OverCut:** a multi-player co-op game implemented with Unity 3D and Photon Network.
- **SpyGuy:** a Virtual Reality room escape game.