

# Yi-Hung Chou

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## Education

- Master of Science, Software Engineering, University of California, Irvine, GPA: 3.967 Jun. 2023
- Bachelor of Science, Computer Science (Elite Stream), The Chinese University of Hong Kong Jun. 2019

## Skills

**Research Skills** Qualitative Coding, Interview, Wizard of Oz

**Technical Frameworks & Database** ReactJS, AngularJS, React Native, NodeJS, NestJS, Neo4j, MySQL, Python

## Publications (\* denotes equal contribution)

[IEEE Software 2023] **Co-Designing for a Hybrid Workplace Experience in Software Development**

Zhendong Wang, Yi-Hung Chou, Kayla Fathi, Tobias Schimmer, Peter Colligan, David Redmiles, and Rafael Prikladnicki

[HICSS 2023] **Adapting Software Teams to the New Normal: An Early Case Study of Transitioning to Hybrid Work Under COVID-19**

Yi-Hung Chou\*, Zhendong Wang\*, Tobias Schimmer, Rafael Prikladnicki, David Redmiles

[TAICHI 2021 Poster] **Quadratic Voting is More Accurate in Gathering Preferences than Likert Scales (Translation, originally in Chinese)**

Ti-Chung Cheng\*, Tiffany Wenting Li\*, Yi Hung Chou, Karrie Karahalios, Hari Sundaram

[CSCW 2021] **"I can show what I really like.": Eliciting Preferences via Quadratic Voting**

Ti-Chung Cheng\*, Tiffany Wenting Li\*, Yi Hung Chou, Karrie Karahalios, Hari Sundaram

## Research Experience

### SAP - Newport Beach

Summer and part-time researcher advised by Prof. Tobias Schimmer

Jun. 2022 - Present

### University of California, Irvine

Graduate research assistant advised by Prof. David Redmiles and Prof. Rafael Prikladnicki

Sep. 2021 - Present

### University of California, San Diego

Undergraduate summer research intern advised by Prof. Steven Dow

Jun. 2021 - Aug. 2021

### University of Illinois Urbana-Champaign

Part-time research assistant with Prof. Karrie Karahalios and Prof. Hari Sundaram

Jun. 2020 - Present

### The Chinese University of Hong Kong

Undergraduate summer research intern advised by Prof. Michael Lyu

Jun. 2016 - Aug. 2016

## School and Conference Services

### TAICHI

Conference student volunteer

Sep. 2019 - Oct. 2019

### UC Irvine

Reader for software engineering capstone project

Apr. 2022 - Jun. 2022

## Professional Experience

### SAP - Newport Beach

iXp part-time and summer intern for software developer & researcher (Developer Productivity)

Jun. 2022 - Present

- Collected and visualized engineering data generated by 1500+ developers within collaboration tools for both stakeholders to understand the socio-technical relationship across the organization; Submitted tool paper to SANER 2023
- Conducted interviews, distributed surveys, and performed qualitative coding to understand productivity and well-being changes under the transition of work arrangement; Papers accepted in HICSS and IEEE Software

### CryptoBLK

Frontend team lead

Mar. 2020 - Jun. 2021

- Led five distributed developers with agile methodologies to build an enterprise-level Angular project (101,460 lines of code) from scratch
- Refined frontend workflow by introducing E2E, unit, and vision regression testing using Jasmine, Karma & Cypress and incorporating Storybook to facilitate communication between designers and programmers

### IBM

Software engineer intern (ChatOps)

Jul. 2018 - Sep. 2018

- Reduced communication barrier for hundreds of translators by creating a chat widget with NodeJS, Slack API, and JQuery
- Engineered multiple demo chatbots & websites within a week by utilizing IBM Watson services and Globalization Pipeline to demonstrate the product's feasibility

Technical consultant

- Created a round-based gamified learning platform to teach business concepts to 300+ students in Hong Kong and Japan
- Visualized teams' performance of the game with a real-time dashboard to support 50+ course sessions with Firebase and ReactJS
- Redesigned platform for two major revisions based on qualitative and quantitative surveys distributed to 50+ students

#### Selected Projects

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##### Computer Vision Research: Research For Single-view 3D Point Cloud Reconstruction

- Constructed end-to-end deep learning algorithm to reconstruct 3D point cloud from 2D images
- Proposed new restriction function by deploying PointNet++ as middle layers; revised Pixel2Mesh with Python & Tensorflow

##### Taiwanese Student Association Official Website

- Improved SEO search ranking to top 10 by implementing ReactJS in isomorphic way
- Attracted more than 22K visits and served over 280+ on-campus Taiwanese students

##### Fred, Feed Me (European Innovation Academy Entrepreneur Camp)

- Won top 10 teams at EIA final presentation competition
- Cooperated with multi-background teammates in 30 days to build from business plan to minimum viable product
- Crafted natural language processing chatbot by utilizing Facebook messenger APIs, API.AI, and Node.js
- Reached 70+ users, 1000 visitors to application, and 110K+ marketing reaches on Facebook in one week

#### Awards & Competitions

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- Elite Team, Microsoft Imagine Cup of Hong Kong 2018
- 2nd runner-up, Microsoft ImagineHack 2018
- Dean's List, Computer Science Department, CUHK 2017
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- 2017 Honorable Mention, Cathay Pacific Hackathon 2017
- Chung Chi College Class Award & Admission Scholarships with Honors at Entrance, CUHK 2015