

Chen Wei Chang

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RESEARCH INTERESTS

I am currently a Master's student in Institute of AI Innovation at National Yang Ming Chiao Tung University, advised by Prof. **Yu-Lun Liu** and Prof. **Jiun-Long Huang**. I received my Bachelor's degree in Electronic Engineering from National Taipei University of Technology. My research interest is focuses on 3D scene reconstruction and diffusion model.

EDUCATION

M.S. National Yang Ming Chiao Tung University Hsinchu, Taiwan
Institute of Artificial Intelligence Innovation (GPA 4/4.3) Sep. 2023 -

B.S. National Taipei University of Technology Taipei, Taiwan
Department of Electronics Engineering (GPA 3.91/4.0) Sep. 2019 - June. 2023

TECHNICAL SKILLS

Programming Languages: Python, C++ , JavaScript(React.js), SQL(MySQL, SQL server), Verilog
Libraries and Tools: PyTorch, OpenCV, Git, Docker, Linux

WORK EXPERIENCE

Full-Stack Engineer

NYCU Mobile and Pervasive Computing Laboratory, Hsinchu, Taiwan Sep. 2023 -

- Developed new analysis features on the CoachAI website using React.js and Flask, such as scoring position replay and smash-to-net running speed statistics.
- Developed a backend management system providing account/group management, dataset authorization management, and webpage access control.
- Developed a doubles website based on the architecture of the singles badminton website, enhancing the website's functionality and diversity.
- Maintaine the website on Linux servers.

Full-Stack Engineer

Mores Tech, Taipei, Taiwan Feb. 2023 - Jun. 2023

- Developed a feature using the ASP.NET MVC framework to generate OpenOffice documents through LibreOffice integration.
- Developed a message and Q&A feature using ASP.NET MVC and React.js, allowing users to report project updates to different departments through the system and track the progress of the projects.

PROJECTS

- **Golf Ball Trajectory Estimation System**, Implementing Golf Ball Trajectory Tracking with OpenCV and Image Recognition Algorithms. [Link](#)
- **Game Web**, Creating a Website for User Registration and Gameplay of Various Games using Express.js, HTML, and SQLite. [Link](#)

PUBLICATIONS

- Cheng-De Fan, **Chen-Wei Chang**, Yi-Ruei Liu, Jie-Ying Lee, Jiun-Long Huang, Yu-Chee Tseng, Yu-Lun Liu (May. 2024) "DS3DGS: Dynamic Specular 3D Gaussian Splatting" **Under review at NeurIPS 2024** [Link](#)

EXTRACURRICULAR ACTIVITIES

- **Event Coordinator** in Student Association for the Department of Electrical Engineering - Sep 2020 - Sep 2021

SELECTED HONORS AND AWARDS

- Academic Achievement Award, Department of Electronics Engineering, NTUT May. 2020
- Academic Achievement Award, Department of Electronics Engineering, NTUT Nov. 2020