

KoChing Liang

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Education

National Taiwan University of Arts <i>BFA in Painting and Calligraphy</i>	<i>Sept 2019 – June 2024</i>
National Taiwan University <i>MS in Electronics Engineering</i>	<i>Sept 2015 – June 2018</i>
National Taiwan Ocean University <i>BS in Electrical Engineering</i>	<i>Sept 2011 – June 2015</i>

Experience


Product Developer <i>Synology</i>	<i>New Taipei City, TW</i> <i>June 2022 –</i>
<ul style="list-style-type: none">◦ Revamped UI interfaces to enhance accessibility, introduced dark mode and built a React component library as the project owner for SynologyPhotos◦ Improved facial recognition model migration flow to facilitate data management◦ Built Image Assistant, a native app that converts videos and images on edge devices using their Codec capabilities	
Lead Software Engineer <i>Cadence</i>	<i>Hsinchu, TW</i> <i>Dec 2020 – June 2022</i>
<ul style="list-style-type: none">◦ Reduced memory consumption by 36x on SystemVerilog macro expansion in the Conformal RTL parser◦ Improved design elaboration runtime by 3x in SystemVerilog forward-referenced interface◦ Developed a debugging feature that helps identify problems by disabling specific parts of the RTL design code	
Associate Researcher <i>ChungHwa Telecom</i>	<i>Taipei, TW</i> <i>Nov 2019 – Dec 2020</i>
<ul style="list-style-type: none">◦ Built a chatbot dialog dashboard for iBobby AI speaker with NextJS◦ Planned a daily check-in campaign for the iBobby mobile app, increasing monthly active users by 20% in 6 months◦ Contributed to the Taiwanese corpus and fine-tuned intent classification for iBobby	
Software Developer <i>Yoctol.AI</i>	<i>Taipei, TW</i> <i>Feb 2017 – Sept 2019</i>
<ul style="list-style-type: none">◦ Contributed to a Facebook marketing tool, Seeker, by implementing a Graph API crawling service for the minimum viable product◦ Designed and prototyped a Facebook chatbot that was a text adventure game	

Publications

Complete Contours Formation via Alignment Interpretation of Illusory Edges	<i>Nov 2014</i>
<i>KoChing Liang</i> , Chun-Shun Tseng, Jun-Hua Wang, Hsuan-Wei Huang 10.1109/IWCIA.2014.6988086 🔗	
Unsupervised Text Clustering with Deep Embedding Model	<i>2018</i>
<i>KoChing Liang</i> 10.6342/NTU201803637 🔗	

Projects

Bottender

github.com/bottenderjs 

- Developed chatbot examples using the bot-builder as a power user in internal beta; integrated bots with built-in NLP features and cross-platform messaging APIs
- Tools: Node.js, TypeScript

Class exhibition at National Taiwan University of Arts

2022

- Exhibited five traditional Chinese paintings
- Media: Ink painting and Nihonga on paper

“Stop, Look and Listen” group exhibition in Dong-Fang Art Gallery

2023

- Art Exhibit: Monsoon Adventure
- Medium: Gonbi painting on silk canvas

Graduation exhibition in National Chiang Kai-Shek Memorial Hall

2024

- Exhibited a series of Nihonga, stamps on a folding album, and calligraphic works
- Media: Nihonga, seal carving and calligraphy

Awards

ICCAD CAD Contest Problem B, 2nd place

2016

Chen-Han Yang, *Ko-Ching Liang*, Yi-Hong Lu, Kuan-Yu Lin

ICCAD CADathlon 2016, 1st place

2016

Chen-Han Yang, *Ko-Ching Liang*

Skills

Languages: C/C++, JavaScript, Python, SQL

Technologies: React, Vue, HTML, CSS, Jest, Next.js, Node.js, GraphQL, TypeScript, PostgreSQL, MongoDB, Docker, Flex/Bison, Google Test, Git