You-Cheng Hu

Software Engineer

Taipei, Taiwan

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Education

National Taiwan University   B.S. in Computer Science and Information Engineering

Junior student · Cumulative GPA: 4.11/4.3   Sep 2023 – Present

• Coursework: Data Structures and Algorithms, Operating Systems, Machine Learning, Computer Graphics, Computer Security.

Experience

NTU CSIE Council · Frontend Developer & Project Maintainer   Taipei, Taiwan

Engineered the frontend for the CSIE Council website, providing students access to departmental resources.   Apr 2024 – Present

• Implemented the homepage and a course archive system, featuring a responsive design and integrated search functionality
• Enhanced user experience with fluid animations and collaborated with the backend team to integrate RESTful APIs
• Currently maintain the project, including feature planning, development coordination, and code reviews

Challenge 2025 · Game Developer & Project Lead   Taipei, Taiwan

Led a 15-member team in developing an educational game for the NTU CSIE Camp using the Godot engine.   May 2025 – Jul 2025

• Implemented gameplay, UI systems, and event flow in Godot
• Designed APIs for 100+ students to control game characters using code, reinforcing programming concepts
• Established Git workflow and CI to ensure code quality and collaboration

Teaching Assistant · Data Structures and Algorithms   NTU CSIE

Supported teaching of data structures and algorithms; designed assignments and verified exams.   Mar 2025 – Jun 2025

• Guided students through activities and problem-solving during office hours
• Collaborated with professors and fellow TAs to design assignments and verify exam problems

Projects

OwoJudge · Online Judge System   Taipei, Taiwan

Full-stack developer of an online judge system.   Jun 2025 - Dec 2025

• Designed and implemented problem rendering, submission handling, and ranking features
• Planned deployment for NTU's Data Structures and Algorithms course

Cram School Academic Administration System   Taipei, Taiwan

Built an internal academic administration system for a cram school.   Mar 2024 - Present

• Built course registration forms for parents to select classes, transport, and meals, and auto-generate student schedules
• Developed an AI LINE Bot problem-solving assistant for student Q&A support
• Implemented AI-powered question organization and exam paper generation workflows

Skills

Programming & Tools

• Languages: C/C++, Python, TypeScript, Rust, Java
• Web Development & Systems: React/Next.js, Express, MongoDB, PostgreSQL, Docker, Linux, Git
• Graphics & Game Dev: Godot 4, Unity, WebGL, GLSL

Activities

Academic Director · NTU CSIE Council   Taipei, Taiwan

Organized freshmen ICPC contests, ran technical workshops, and maintained the student council website.   Aug 2025 – Present