WEI-CHUN HUNG (MAX)

PROFILE

As a proactive large-scale program integration development engineer, I am good at C++ programming, including multi-threading, templates, smart pointers, and STL containers. Recently, I'm working on the ROS2 network architecture development for vehicle control simulation and sensor data collection under the NVIDIA Omniverse virtual environment.

CONTACT INFO

PHONE
+886 975-925-752

EMAIL
cocobird231@gmail.com

LINKEDIN
https://www.linkedin.com/in/max-hung-7340ab208

WEBSITE—About Me
https://cocobird.net/aboutme/

GitHub
https://github.com/cocobird231

HOBBIES

Photography
Coffee
Music
Traveling

WORK EXPERIENCE

R&D Engineer
Metal Industries Research & Development Centre
2021—Present
- Ethernet architecture development for the Ministry of Economic Affairs' intelligent vehicle project.
- ROS2 networks' construction for vehicle control and data collection.
- 5G remote driving systems and GUI interfaces development.
- Virtual-real platform's construction by using NVIDIA Omniverse, Unreal Engine.

Intern
Metal Industries Research & Development Centre
2017—2021
- Assisted in intelligent vehicle project experiments.
- Studied computer vision and digital image processing. Assisted in stereo vision algorithm development.

EDUCATION

National Taipei University of Technology
2019—2021
M.S. Department of Electrical Engineering

National Taiwan Normal University
2015—2019
B.Eng. Department of Industrial Education

SKILLS

- Programming：C/C++ (primary)、Python
- Applications：ROS2、GUI、OpenCV、PyTorch
- Coding Style：Multi-threading, template, C++ STL and smart pointers
- Hardware Platforms：Arduino、Raspberry Pi、NVIDIA Jetson
- Server Management：Code-server、SMTP server、WordPress
- Project management： Git, GitHub