

# ETHAN HSU

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## EDUCATION

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### **Penn State University**

Master of Information Sciences and Technology  
College of Information Sciences and Technology

*Class of 2021*

### **Penn State University**

Bachelor of Science in Information Sciences and Technology  
College of Information Sciences and Technology  
Minor in Security and Risk Analysis Minor

*Class of 2019*

## RELEVANT COURSES

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### **Machine Learning/Deep Learning/Research Methods**

IST 557: Data Mining Techniques

IST 504: Foundations of Theory and Methods

IST 597: Foundations of Deep Learning

IST 402: Social Media Data Analytic

IST 497: Fraud Informatics

## PUBLICATIONS AND RESEARCH PROJECTS

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### **Knowledge-Enriched Visual Storytelling**

*Penn State University*

Published in AAAI 2020

*Co-Author*

- The goal of Visually storytelling is to generate a story from a sequence of images.
- Designed a three stages framework which integrates Transformer and Knowledge Graph.
- Implemented multiple knowledge graphs to enrich the story content, as well as modified Transformer positional encoding to generate telescopic stories.
- Wrote and revised the publication, as well as, modified the Transformer model by using Pytorch, and preprocessed, analyzed and visualized the data.

### **Navigating Ride-Sharing Regulations: How Regulations Changed the ‘Gig’ of Ride-Sharing for Drivers in Taiwan**

*Penn State University and Fu Jen University in Taiwan*

Published in CHI 2019

*Co-Author*

- Successfully assisted to construct the interview questions, recruited and interviewed 19 participants in Mandarin Chinese.
- Presented three distinct phases of Taiwanese government regulations, the influence of regulations to the drivers, and the fundamental changes to the "gig" of ride-sharing.
- Recruited participants in Taipei, Taiwan, and transcribed interviews from audio to text.
- Iteratively coding for themes, analyze the data, and contributed to organizing the findings.

### **Ameliorating Farmer Suicides by Predicting Crop Price Trends using a Deep Learning Approach**

*Penn State University*

Published in AI4EQ 2020

- Successfully designed the first deep learning model that incorporates spatial-temporal features to predict markets price trends in India.
- Constructed Wide Deep Temporal Convolutional Network (WideDeepTCN) which used Wide Deep Network to tackle the sparsity of the spatial data, and had TCN to learn the temporal relations.

- Organized the team, wrote the report, as well as, modified the WideDeepTCN/baseline models by using Pytorch, and preprocessed, analyzed and visualized the data.

## EXPERIENCE

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### **Academia Sinica – NLPSA (中研院, 台灣)**

May 2019 - Present

*NLP Research Assistant – Supervised by Dr. Lun-wei Ku*

- Participated in an ongoing NLP Deep Learning project on Visual Storytelling, and published a paper to AAAI 2020.
- Researched and implemented in various deep learning language models and knowledge graphs.
- Acquired knowledge about programming a deep learning model by using Pytorch, as well as, operating and modified systems/environments on Linux.

### **Penn State University – Crowd-AI Lab**

August 2019 - Present

*Lab Member – Supervised by Professor Ting-Hao (Kenneth) Huang*

- Participated in an ongoing NLP Deep Learning project on Visual Storytelling.
- Researched and implemented in various deep learning language models and knowledge graphs.
- Researched in Applications of NLP in pandemic.

### **Penn State University**

August 2019 - December 2020

*Instructional Assistant for IST 361: Application Development Design Studio*

- Sole grader for application proposals, Unified Modeling Language(UML) designs, and Java Model-View-Control programming.
- Discussed rubrics with the professor as well as providing constructive criticism and detailed feedback for each of the assignments.

### **Interserv International Inc**

May 2018 - August 2018

*Game Development Internship*

- Developed a candy-crush-like game using Unity/C#, Python and JSON.
- Researched and Developed a Deep Reinforcement Learning, specifically on Deep-Q-Network as the model to build a automated play-testing AI.

## TECHNICAL STRENGTHS AND CERTIFICATIONS

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### **Machine Learning Programming**

Pytorch, Tensorflow, scikit-learn, NLTK

### **Machine Learning Techniques**

Nature Language Processing, Language Models, Deep Supervised Learning, Deep Reinforcement Learning,

### **Computer Languages**

Java, C#, Linux, Latex, JSON, HTML, CSS, SQL, PHP, Swift.

### **Other Technical Skills**

Human Center Design, Human Center Interaction.