

Pojui(Ray) Chen

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EDUCATION

Georgia Institute of Technology MS in Digital Media, GPA: 4.00/4.00	2012 - 2014
National Taiwan University BBA in Information Management, GPA: 3.78/4.00	2007 - 2011

SKILLS & TOOLS

Research Area

Augmented Reality, 3D Web Programming, Realtime Body Tracking, Gesture Recognition, Computer Graphics (WebGL), Depth Camera Processing, WebSocket, Game Engine(Unreal Engine 4) and Tangible Interaction

Programming Languages

JavaScript ES5/ES6, C, C++, Shell Script, Python

Tools

CLion, GNU Toolchain, NodeJS, ThreeJS, Electron, Jenkins

HONORS & AWARDS

Best Paper Honorable Mention, ASC 2016 Propose an augmented panoramic environment method for building information on construction site.	2016
eBay Intern Recognition, EBAY Intern project "eBay Now Kiosk" is one of the two recognized projects and called out at intern conference among 500+ projects.	2013
Third Place, MOZILLA May 2013 Dev Derby Challenge, United State Create an immersive web-based application using WebRTC/getUserMedia for face tracking and ThreeJS for 3D environment.	2013
First Place, EBAY Hackathon 2013, United State Create an interactive 3D web application which enhances cost-sharing in local areas, 24-hour Hackathon using Milo API for location-based merchants	2013
President Award, NTU Department of Information Management, Taiwan GPA in top 5% of students in IM department	2011
First Place, SAMSUNG Samsung Anycall Dreamers, Taiwan Champion out of 6 teams that teamed up from last 30 participants (out of 300+) in 3rd round selection. One of the delegation team to Samsung Korea on behalf of Taiwan.	2010

WORK EXPERIENCE

Director of Product Engineering, YOUSPACE Establish application engineering team from scratch and optimize proprietary software pipeline by lowering 70% of memory consumption while increasing 3x parsing speed. Lead engineering team developed SDK for Unreal Engine 4 C++ plugin and JavaScript library for third-party developers. Streamline development, testing, and packaging pipeline on Jenkins	2016 Oct - present
Software Engineer, Core Apps, DAQRI Build 3D data visualization and analytics service for indoor navigation and visual feedback shader	2015 Oct - 2016 Oct
Design Engineer, Retail Innovation, EBAY Create digital and physical prototypes to improve in-store customer experience. Implement omni channel experience for Rebecca Minkoff and Neiman Marcus stores	2014 July - 2015 Oct

PROJECTS

YouSpace Software Development Kit Collaborative - Unreal Engine 4 / NodeJS / WebSocket Streaming full body tracking data through socket message with minimum memory consumption and optimal efficiency	2017
Daqri Smart Helmet Collaborative 3D visualization of computer vision and inertial navigation system to show user real-time environmental mapping	2016
Panolens.js Individual Open-sourced, performant and event-driven panorama viewer built on top of ThreeJS	2016
Rebecca Minkoff Connected Store Collaborative - AngularJS, Jasmine, NodeJS A tastefully interactive store where fashion is first and technology removes friction and increases delight to allow customers to connect with the brand in a way they've never experienced before. Covered by 120 articles (including WSJ and Forbes).	2014
eBay Now Kiosk Prototype, KIOSK APPLICATION Individual - NodeJS, WebGL, WebSocket Develop and design a unique shopping flow and construct a live channel between personal devices and the kiosk without any native mobile applications or plugins.	2013

PUBLICATIONS

Integrating BIM and Panorama to Create a Semi-Augmented-Reality Experience of a Construction Site Journal of Construction Education and Research, Volume 12, 2016 - Issue 4, 2016 (permalink)
An Augmented Panoramic Environment to Access Building Information on a Construction Site Technical paper, ASC, Proceedings of 52th Annual International Conference of the Associated Schools of Construction, 2016
BIM2MAR: An Efficient BIM Translation to Mobile Augmented Reality Applications Journal of Management in Engineering, ASCE, Information and Communication Technology (ICT) in AEC, 2014 (permalink)
SciSketch: a tabletop collaborative sketching system Technical paper, ACM, Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction, 2014 (permalink)