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Objective	A MSEE student with background in communications systems, proven C++/Matlab skills and strong analytical ability seeking for digital communications, digital signal processing and software development related job posts.
Education	University of California Los Angeles, Los Angeles, CA *Communications and Telecom, Electrical Engineering, Sep 2005 – Mar 2007* ▪ Overall GPA: 3.59 ▪ Coursework:

Fall 2005	230A	Estimation and Detection in Communication and Radar Engineering	
	231A	Information Theory	
	232A	Stochastic Modeling with Applications to Telecommunication Systems	
Winter 2006	230B	Digital Communication Systems	
	230C	Algorithms and Processing Communication and Radar	
	214A	Digital Speech Processing	
Spring 2006	231E	Channel Coding Theory	
	238	Multimedia Communications and Processing	
Winter 2007	232B	Telecommunications Switching and Queuing Systems	

National Chiao Tung University, Hsinchu, Taiwan
Bachelor of Science, Electrical Engineering, Sep 1999 - Jun 2003
▪ System-related background including: DSP, Communication System, DSP laboratory courses.
▪ GPA: 81.04/100

Research Experience	"On the Application of Game-Theoretic Mechanism Design for Resource Allocation in Multimedia Systems" *MS Thesis, UCLA Electrical Engineering, Oct 2006 – Mar 2007* *Advisor: Professor Mihaela van der Schaar* ▪ Study the application of game-theoretic mechanism design on CPU processing time allocation among multimedia tasks. ▪ Quantify the overhead due to the deployment of mechanism design. ▪ Show that the proposed framework achieves 3dB performance gain over traditional resource allocation algorithm.
Project Experience	"Speech Synthesis with Klatt Synthesizer" *EE214A, Digital Speech Processing, Winter 2006* ▪ Implement a Klatt Synthesizer in Simulink. ▪ Correlate the mechanism of the synthesizer and the articulation to generate speeches that closely resemble the original real-life ones. ▪ Project score: 19/20 ▪ Tool: Matlab

"Simulation of a Convolutional Coding System"
EE231E, Channel Coding Theory, Spring 2006
▪ Implement a 64-state rate-1/2 convolutional encoder and decoder.
▪ Analyze the error performance of the coding system under AWGN.
▪ Tool: VC++

"Modeling of H.264 Video Decoding Complexity Using Adaptive Linear Prediction"
EE238, Multimedia Communications and Processing, Spring 2006
▪ Profile the H.264 reference decoder to analyze the decoding complexity of the decoder.
▪ Model the decoding complexity by the normalized LMS algorithm.
▪ Utilize the strong correlation between the decoding complexities of I-frames for the
  complexity modeling.
▪ Tool: VC++/Matlab

Technical Skill	Languages: Matlab, C/C++, Assembly, VHDL, HTML. Environment: Matlab/Simulink, Visual Studio, TI Code Composer Studio, Unix
Citizenship	Taiwan
Reference	Professor Mihaela van der Schaar Engineering IV, 66-147E Electrical Engineering Department University of California, Los Angeles Los Angeles, CA, 90095-1594 Email: mihaela@ee.ucla.edu