Wei-Tse Yang

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Work Experience

Software Engineer at ASML Oct. 2022 - Present | Veldhoven, Netherlands

- Designed, developed, and tested microservice software application for calibrating nanometer-sized inaccurate of lithography machine with low-level driver controllers.
- Succeeded in building the first generation of high-NA EUV software to satisfy customers TSMC, Intel, and Samsung's requests for the newest chip manufacturing.
- Continuously improved code structure and architecture of EUV software to achieve better quality, scalability, and maintainability.
- Collaborated with the scrum-framework agile team to deliver features in complete software life cycle.
- Experienced in stakeholder alignment in a complex organization with software teams across functionalities and platforms, customer support engineers, software architects, and manufacturing engineers.
- Acted as the first contact of the software team to identify the causes of escalated issues, transfer to the correct contact in the internal team, and provide professional feedback for code review from external teams.
- Developed data storage software and data pipeline to help engineers diagnose lithography machine status.
- Troubleshoot unexpected hardware movement and increased 20% of calibration KPI.
- Increased test robustness by resolving test failures during the upgrade to newer Linux system.
- **Skills: Python, C++, Git, Linux, CI/CD, Software Testing, Jenkins, Design Pattern, Scrum and SAFe.**

Education

MSc in **Computer Science** at **Delft University of Technology, Netherlands** 2019 Sept. – 2021 Sept.

- Strong fundamentals with computer vision, machine learning, deep learning and statistical analysis.
- Proficient in model training experiments, machine learning libraries and data processing tools
- Thesis: VideoMuscle: Estimating human musculoskeletal model using neural networks from monocular video.
  I established the first deep learning approach to predict the human joint angle, body shape, and musculoskeletal model from streaming data by Python and PyTorch.

BSc & MSc in Biomedical Engineering at National Cheng Kung University, Taiwan 2019 Sept. – 2021 Jan.

- Studied on computer vision, medical informatics and medical application with machine learning.

Side Project: Personal Website

- Created front-end web application showcasing my career experience and side projects with Typescript, React, Docker, Vite and Chakra UI.
- Established an architecture of hosting containerized web app on GCP via Cloud Run with custom domain.
- Automated deployment via a CI/CD pipeline from GitHub to Google Cloud Artifact Registry.

Skills

Programming Languages: Python, C++ and TypeScript

SW Development: Git, Linux, Testing, Design Pattern and Scrum

ML Libraries: PyTorch, Pandas, Ski-learn, NumPy and Matplotlib

Deployment tools: Jenkins and Docker

Database: SQL

Cloud: GCP