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Summary

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A Full-Stack engineer aim services on the internet , most work in back-end and experience in web app , game development, analysis , CI, CD. I'm fast learning, self-motivated. adaptable and responsible. Working on Linux(Ubuntu) or Mac and using git as a version control. I'm looking for my next career which is online service to end-user. I want to understand customer's needs and feeling, and then take one more step to help end-user have a better life. You can check [Projects](#) to see what I did before. It'll be more clear with some images.

Skills

Language: Go(1y), PHP(5y), Perl(3y), Javascript(4y) (AngularJS ReactJS jQuery CreateJS), Bash(1y), HTML5(3y), CSS(4y) (SASS, bootstrap, pure , semanticUI), fine with C++(1y), Scala (Play), Java(2y), Python, Ruby.
Server as a user: Mysql(4y, table schema), Mongo(1y) , Memcached(3y), Kubernetes(1y)
Server as a admin: Linux(3y), Nginx(1y), Docker(1y), Jenkins(1y), Ansible(1y), Apache HTTP(1y), Spark , BIND
Concept: Object-Oriented , MVC, Network, RWD

Work Experience

Cloud Engineer | [Shanghai Droi Tech Co. Ltd.](#) | Taipei 101, TW

13/07/2015 - 13/05/2016

Internet company , 500+ people , from device hardware to backend as a cloud application solution(e.g. [parse.com](#))

- Worked with Bash, Lua, Linux, Nginx, Docker, Jenkins, Ansible, Kubernetes, Mongo, PostgreSQL.
- Model "backend as a service(BaaS)" architecture, include lua app commit flow and integrate with Jenkins.
- Test framework for each developer on the platform, including syntax check, api detected, and request profiling.
- Cli tool to make simple version control , let user manager simply their source code.

Game and BI developer | [Gamesofa Inc.](#) | Taipei, TW

28/11/2012 - 17/04/2015

Online Game company , 200 people ,self-made games including Mahjong, Poker, FPS, and RPG

- Worked with PHP, Perl, HTML5, Javascript, AngularJS, CSS, Linux, Apache, Mysql, Memcached.
- Get features from PM, Check the scope in each small sprint. Eventually, collaborate with QA and delivery.
- Win8 App "[Godgame big two](#)" by HTML5, integrate billing services, interact with back-end , adjust UI.
- Server side of "[Godgame Texas Hold'em](#)" for event and features e.g. different kind of friend list, server API, and quickly build and fix bugs which started from requirements to testing.
- [Omaha game rule](#) is to pick in two sets, one pick 2 in 4 and other pick 3 in 5, to combine biggest card type and compare with others people, using hash and combined with card type probability to reduce the performance issue.
- Developed survey system and deploy to different region to solve global location latency issue ,and customized options for avoiding ui or ordered sequential option making useless data.
- User analyzing system showing user retention rate , payment and activated situations with selected group. It's easy for product manager and marketing specialist. And we may do some A/B testing for groups of user.
- Refactor and maintain existing systems.

Alternative civilian service | [Dept. of Civil Servant Development](#) | Taipei, TW

12/2011 - 11/2012

- [PHP] Assist staffs to discuss system spec of [Taipei e-campus](#) , discuss priorities with 3th-party engineers.

Web developer | [National Central University](#) | Jongli, Taiwan

03/2010 - 06/2011

- [PHP] Setup websites, bypass library system for ebook search , saving \$20000 at least and maintaining fee
- [PHP] Refactor facility application system

Projects and self-study

- [Google C++ education](#) (06/2016 - 06/2016)
 - [Lee Code with Go, C++, javascript](#) (05/2016 - present)
 - [Personal web site](#) (04/2015 - 06/2015)
 - [Free code camp with HTML5](#) (09/2015 - 11/2015)
- with ReactJS, RWD

Education

- M.S. in CS, National Central University, Jongli , Taiwan, 2011, June. (Java, PHP)
- B.S. in CS, National Dong-Hua University, Hualien, Taiwan, 2009, Jan. (C, C++, PHP)