

Teng-Yuan Liu (Shuk)

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[GitHub](#), <http://shuk.info/> , TOEIC 655

Summary

Full-Stack engineer, Strong learning ability and motivation. Adaptable and responsible. Love to assist colleagues's tech problems and challenges.

Experience in back-end service, web application, game development,

Experience in user behavior analysis, integration, automation, DevOps (docker, kubernetes).

Familiar with e-commerce, marketing concept

Work Experience

Companies , Project details , Question brief

Full-Stack Engineer | [FreeCodeCamp](#)

09/2015 -

Online javascript and back-end certification

- Half of trainings now, Has abilities for Full-Stack, just go through for the Certification.

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

07/2015 -

Internet company , 500+ people , from device hardware to PaaS

- Model PaaS server architecture, including commit flow and Integrate with CI tools (Ansible and Jenkins).
- Nginx (Openresty) customize configuration with Lua , include auto-compile Lua to Luac and activate LuaJit.
- Lua profiler for checking lua script syntax and block some dangerous system call methods.

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

11/2012 - 04/2015

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

- Use HTML5 (canvas) , CSS , js to develop Win8 App “[Godgame big two](#)”, integrate billing service, connect with back-end server, adjust game and lobby UI.
- Develop server side of “[Godgame Texas Hold'em](#)” for event and features e.g. different kind of friend list, server API [PHP, Perl, HTML, CSS, js], quickly build and fix bugs which started from PM's requirements to QA.
- Implement Omaha server rule [Perl] , part of game core.
- [Marketing group] Develop survey system and deploy to different location server solve global location latency issue ,and custom advanced options for avoiding ui or ordered sequential option making useless data.
- [Marketing group] Develop user analyzing system which is showing user retention rate , payment and activated situations with user(pm) defined group , and easy to use for product manager and online marketing specialist.
- [Marketing group] Analyze user behavior and do A/B testing with data analyst.
- [Marketing group] Refactor custom service system, deleting useless code and merge code files.

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

12/2011 - 11/2012

Government unit , 50 people , for training gov staff

- Assist staff to discuss system spec of [Taipei e-campus](#) , suggest and negotiate priorities with 3th-party engineers.

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

03/2010 - 06/2011

College in Taiwan

- Setup websites, bypass library system for ebook search , saving \$20000 at least and maintaining fee

Other Experience

- Housekeeper | Motel 6 W&H (working holiday) | Moab, UT 06/2011 - 11/2011
US Working Holiday project(J1 visa). Co-work with American , Mexican , Indian , Russian , China , and Turks.

Code Skills and tools

- Code Skill: PHP, Perl, Nodejs, RESTful concept, MVC concept, Single Page App concept, bash
HTML5, CSS (SASS, bootstrap, pure, RWD), javascript (React.js, AngularJS 1.x, jQuery)
- Server Apache, Nginx, Mysql,
- Development Docker, Trello, TravisCI ,Github, Parse, kubernetes
- OS: Linux(Ubuntu 14.04 , main dev env), Windows , Mac
- Tools: Vim, Sublime, Skype, line

Education

- M.S. in CS, National Central University, Jongli , Taiwan, 2011, June.
- B.S. in CS, National Dong-Hua University, Hualien, Taiwan, 2009, Jan.