

# Liu, Teng-Yuan (Shuk Liu)

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## Summary

Full-Stack engineer aim services on the internet, mostly worked on back-end and experienced in web app , game development, analysis, AWS, CI, CD, and scrum methodology. Working on Linux(Ubuntu) or Mac and having deep understanding of git and deployment flow. I'm looking for opportunities of concentrating on deep technology as well as providing end-user value through online services.

## Skills

Language: Java, javascript (jQuery CreateJS Angularjs), PHP, Perl, Bash, Python

HTML5, CSS(SASS, bootstrap, pure, semanticUI), Go, C++, XSD

Server as a user: Mysql(schema design), Mongo, Memcached, Kubernetes

Server as a admin: Linux, Nginx, Docker, Jenkins, Ansible, Apache HTTP, BIND

Concept: Object-Oriented, MVC, Network, RWD, Cache, HA, Vertical and Horizontal scales.

## Work Experience

### Engineer | Innova Solutions | Naihu, TW

28/02/2017 - Present

*Cloud solution provider. In this branch, it's BOT for Change Health Care in U.S.*

- Work on Java, Spring, Scrum, Js, CSS, and AWS cloud solutions. Small group runs daily stand up meeting with product own and scrum master of Change Health Care in US. We do planning and grooming every two weeks.
- Assist to manage the team and give suggestions or steps on projects.
- Went through whole stack of deployment process and migrated all applications to new architecture successfully and smoothly.

### 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 on 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 linear version control, let user manage their own code simply.

### 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 on PHP, Perl, HTML5, Javascript, AngularJS, CSS, Linux, Apache, Mysql, Memcache.
- Get requirements 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.
- Responsible for "[Godgame Texas Hold'em](#)" server side events and features, e.g. general friend list for multiple games, and fix bugs.
- [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 ordered sequential options avoiding 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, customer service system.

### 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 faculty application system

## Projects and self-study

- [Google C++ education](#) (06/2016 - 06/2016)
  - [Lee Code with Python, 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)