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Summary

Full-Stack engineer, 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. And I have been working a large-scale system design, how to deploy and scale. Continue to practice practical algorithms and data structures. Update tech information by feedly to read tech official blogs and podcast to listen talks. Each one show how i can make great service with low latencies.

Skills

Language: Go(1y), PHP(4y), Perl(3y), Javascript(3y) (AngularJS ReactJS jQuery CreateJS), Bash(1y), HTML5(4y), CSS(4y) (SASS, bootstrap, pure , sematicUI), fine with C++, Scala (Play), Java(1y), Python, and Ruby.
Server: Linux, Nginx(2y), Kubernetes(1y), Docker(1y), GitHub(3y), Jenkins(1y), Ansible(1y), Apache HTTP(3y), Memcached(3y), Redis(1y), MySQL(4y), PostgreSQL(1y), Mongo(1y) , Spark , DNS (BIND), vagrant
Concept: Object-Oriented , MVC, Network, SRE, RWD

Work Experience   *Project details*, *Question brief*, *Companies desc.*

Personal project and studies

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

Cloud Engineer | *Shanghai Droi Tech Co. Ltd.*| Taipei 101, TW   **07/2015 - 05/2016**
Internet company , 500+ people , from device hardware to backend as a service platform(similar parse.com)
- Worked with Bash, Lua, Linux, Nginx, Docker, Jenkins, Ansible, Kubenetes, 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   11/2012 - 04/2015
Online Game company , 200 people ,self-made games including Mahjong, Poker, FPS, and RPG
- Worked with PHP, Perl, HTML5, Linux, Apache, Mysql, Memcached.
- 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.
- 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 which is showing user retention rate , payment and activated situations with selected group , and easy to use for product manager and online marketing specialist.
- Analyze user behavior and do A/B testing with data analyst.
- 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
- [PHP] Assist staffs 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
- [PHP] Setup websites, bypass library system for ebook search , saving $20000 at least and maintaining fee
- [PHP] Refactor facility application system

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.

Education

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