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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 have been working a large-scale system design about 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(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.

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

[Project details](#), [Question brief](#), [Companies desc.](#)

Personal project and studies

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

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, 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

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 deilvery.
- 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

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)