

Liu, Teng-Yuan(Shuk)

biz.shuk@gmail.com , skype: initialshuk

TW (886) 0911-839712 , IRE (83) xxx-xxxx

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

Summary

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Full-Stack engineer, most work in back-end and experience in web app , game development, analysis , CI, CD.
Currently in **Dublin, Ireland with work permission**. I'm fast learning, self-motivated. adaptable and responsible, familiar with scripting languages, including bash, Go and C++ on Linux(Ubuntu) and Mac and using git as a version control. Continue to practice practical algorithms and data structures. And I met a large-scale system design in last company.

Skills

Language: Go, C++, Javascript (AngularJS ReactJS jQuery CreateJS), PHP, Perl, Lua, HTML5, CSS (SASS, bootstrap, pure , semanticUI), few Scala (Play) and Java now
Server: Linux, Nginx, Kubernetes, Docker, GitHub, Jenkins, Ansible, Apache HTTP, MySQL, PostgreSQL, Mongo
Concept: OOAD, MVC, Network, SRE, RWD

Work Experience

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

Personal project and studies

- [Google C++ education](#) (06/2016 - 06/2016) • [Lee Code with Go](#) (05/2016 -)
- [personal web site](#) (04/2015 - 06/2015) • [Free code camp](#) (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](#))

- Using Kubernetes and Docker to deploy services
- 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

- Win8 App "[Godgame big two](#)", integrate billing service, interact with back-end , adjust game and lobby 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

- 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

- Setup websites, bypass library system for ebook search , saving \$20000 at least and maintaining fee
- 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.
- B.S. in CS, National Dong-Hua University, Hualien, Taiwan, 2009, Jan.