

Teng-Yuan Liu (Shuk)

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Summary

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Full-Stack engineer, most work in back-end service, and experience in web app , game development, analysis , CI, CD. Familiar with [scripting languages](#) including bash, Go(next self-study may C++ or Java) on Linux(Ubuntu) and Mac and using git as a version control. I'm fast learning, self-motivated. adaptable and responsible. I like nature , challenges , and learn lots of things(piano,street dance,snowboard,skateboard).

Framework: Kubernetes, Docker, GitHub, Jenkins, Ansible, Apache HTTP, Nginx, MySQL, PostgreSQL, AngularJS, ReactJS, jQuery, SASS, bootstrap, pure , semanticUI
Concept: OOAD, MVC, Network, SRE, RWD

After 2016.06/27 I will be in Ireland for a while , please contact me with email first will be better.

Work Experience

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

Personal project or self-studied

- [Google C++ education](#)(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](#))

- Model “backend as a service(BaaS)” server architecture, including commit flow and Integrate with CI tools. [Jenkins, Ansible, Docker, Kubernetes]
- Test framework for each developer on the platform, including syntax check, api detected, and request profiling. [Nginx, Lua, Jenkins, Docker, Kubernetes]
- Cli tool to make simple version control , let user manager simply their source code. [Go, libgit, git2go]

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, connect with back-end server, adjust game and lobby UI. [Html5]
- 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.[PHP, Perl, HTML, CSS, js]
- [Omaha game rule](#) , part of game core. [Perl]
- 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. [Marketing]
- 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. [Marketing]
- Analyze user behavior and do A/B testing with data analyst. [Marketing]
- Refactor custom service system, deleting useless code and merge code files. [Marketing]

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.