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Summary last updated: 2018-07-03

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. Designing large and scalable system with highly available is part of my job and analyzing pros and cons of technique depends on resources. I'm looking for opportunities of concentrating on diving 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, sematicUI), 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 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, 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 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 "<u>Godgame Texas Hold'em</u>" 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 facility 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) with ReactJS, RWD
- Free code camp with HTML5 (09/2015 11/2015)

#### **Education**

- M.S. in CS, National Central University, Jongli , Taiwan, 2009.09-2011.06, June. (Java, PHP)
- B.S. in CS, National Dong-Hua University, Hualien, Taiwan, 2004.09-2009.06, Jan. (C, C++, PHP)