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**Summary** last updated: 2016-11-13

Full-Stack engineer aim services on the internet , most work in back-end and experienced in web app , game development, analysis , CI, CD. Working on Linux(Ubuntu) or Mac and using git as a version control. I’m looking for my next career which is online service to end-user. I want to understand customer’s needs and feeling, and then take one more step to help end-user have a better life. You can check [Projects](https://github.com/BizShuk/bizshuk.github.io/blob/master/resume/project.md) to see what I did before. It’’ll be more clear with some images. Keep practicing data structures and algorithms.

**Skills**

Language: PHP(5y), Perl(3y), Python(1y) , javascript(1y)(es6 Nodejs , AngularJS, ReactJS(redux)) with webpack  
 javascript(3y)(jQuery CreateJS), HTML5(3y), CSS(3y) (SASS, bootstrap, pure , sematicUI),  
 Go(1y), fine C++(1y), Bash(1y), Java(2y,graduated college),Scala (Play).

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**

**Cloud Engineer | *[Shanghai Droi Tech Co. Ltd.](http://www.droi.com/)*| 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](http://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.](http://www.gamesofa.com) **| 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 delivery.
* Win8 App “[Godgame big two](http://apps.microsoft.com/windows/zh-tw/app/2/0da60d5a-381c-49ac-8f40-44fcfa565f70)” by HTML5, integrate billing services, interact with back-end , adjust UI.
* Server side of “[Godgame Texas Hold’em](http://www.godgame.com.tw/texas9/)” 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](https://play.google.com/store/apps/details?id=com.gamesofa.omaha.android&hl=zh_TW) 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.

**Web developer |** [National Central University](http://www.ncu.edu.tw) **| 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

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| * **[Google C++ education](https://github.com/BizShuk/code_sandbox/tree/master/c_cpp) (**06/2016- 06/2016) * **[Personal web site](http://shuk.info)** (04/2015 - 06/2015) with ReactJS, RWD | * **[Lee Code](https://leetcode.com/bizshuk/) with Python, C++, javascript (**05/2016 - present) * **[Free code camp](https://www.freecodecamp.com) with HTML5 (**09/2015 - 11/2015) |

**Education**

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