Chen Fang

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Objective

Great team player looking for a challenging **software engineer** position

Education

Master of Science, Computer Sciences   Jan.2012 ~ Dec. 2014

Louisiana State University, Baton Rouge, LA   GPA: 3.84

Master of Science, Electrical Engineering   Sep.2010 ~ May. 2013

Louisiana State University, Baton Rouge, LA   GPA: 3.87

Skill Set

- Front-End

    JavaScript / AngularJs / jQuery / RequireJs / HTML / HTML5 / CSS / CSS3 / SASS / LESS / JSON

- Back-End

    PHP / LAMP, Java / J2SE / Android, Python, C# / .Net, C / C++

    Node.js / Socket.io / Express.js / Mongoose.js / Grunt / MEAN

- Database

    MySQL / MongoDB

- Frameworks & Pattern

    AngularJs / Spring / YII / MVC / RESTful API / Stateless / Token OAuth / SPA / SaaS

- Stack & Engine

    MEAN, LAMP, Mobile (Android), Linux, Unity3D, Cocos2dx

- Dev Tools

    Git, PHPStorm, Eclipse, Visual Studio, Unity3D, Cocos2dx, Mobile (Android)

Work Experiences

- Intern at Gaia Interactive Inc. —— Full Stack Engineer   May 2014 ~ Aug. 2014
    o Complete the Email Campaign feature from start-to-end / Contribute 80% of the User Management Tool
    o **User Account & Content Management:** UI / UX, RESTful API, MVC, MySQL, jQuery, Bootstrap
    o **Email Campaign – Front end:** UI / UX, Dynamic Email Templates, SASS, JQuery, Bootstrap, SaaS
    o **Email Campaign – Back end:** RESTful API, MVC, Large Scale User Handler, MySQL, AWS Integration
    o Co-op with marketing & customer service / Feature implementation / Database design / Responsive / Agile

- Louisiana Transportation Research Center —— Full Stack Engineer   July 2012 ~ May 2013
    o 1 year government project / Rewrite entire codebase from VB-to-C# / new feature from design to product
    o **Web Map Application:** UI, jQuery, Arcgis ADF toolkit, Database Access, SQL2008, ASP .Net
    o Co-op with customer / Product design from scratch / Database design / Prototype / Agile Development

Other Project Experiences

- **Website: www.chen-fang.com**   Dec. 2014 ~ Feb. 2015
  - Front-end: Javascript / MEAN stack / AngularJs / RequireJs / jQuery / HTML5 / CSS / SASS
  - Back-end: Node.js / Express.js / Mongoose.js / Socket.io / Passport.js / Grunt / MongoDB / AWS
  - Design Pattern: MVC / RESTful / Responsive

- **Unity3D Game "Dungeon Adventure"**   Jan. 2014 ~ May 2014
  - **Demo Link: http://chen-fang.com/#/portfolio**
  - Tile-Map based dungeon adventure game by Unity3D
  - Algorithm code from scratch: A* Path Finding / Breadth-First Search / Finite State Machine / Fog-of-War
  - Implemented: Auto Dungeon Exploration / Alpha Blend Shader / Dynamic Map Load / GUI
  - Language: Javascript / C#

- **Human Computer Interface Design** *(attended TechPawLooza Expo in LSU)*   Jan. 2012 ~ May. 2012
  - Multi-Display Application: Client-Server Socket Programing through TouchOSC protocol
  - Android / IOS Mobile App communicate with remote server to apply action on remote UI (6 displays)
  - Co-work with a team of 3 members / show case at Tech-Festival
  - Language: Java (Server & Client)

- **Architectural CPU Pipeline Simulator**   Sep. 2011 ~ Dec. 2011
  - Simulation of CPU pipeline: Reads 32bits machine codes / parse it into processor instructions
  - Shows pipeline procedure / Show the status of registers and memory
  - Language: Java

Human Computer Interface Design (attended the TechPawLooza Expo in LSU)

2*3 tiled display application pretends to be located in an airport rest zone, which can be interacted with multi-users **mobile devices** with TouchOSC wifi protocol. Four main applications to make people enjoy their waiting of their flight: top, a jigsaw game; mid, a arts gallery slides show; bottom-right, an airport service quick search engine; bottom-left, new user sign in with a specific icon. (3 people group)

Language: *Java / Javascript / Mobile*