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Location	Taipei

- Skills:

- Language: swift, Objective-C , C
- Frameworks experience: UIKit, SpriteKit , GameplayKit,nodejs , Embedded linux,WDM ,RaspberryPi,
- please visit my github page with some gif of UI I developed. <https://goo.gl/4yrVG9>
- RF Instrument RED es303340 test program with SCPI/c#
- Filebase: real time data sync between multiple clients.
- SpriteKit: tileMap , spriteNode . pathFind , stateMachine.
- Third party:firebase, OpenCV .
- Tools: git, Dash, vs code, Charles.

- Work Experience:

- Instrument test developer@Greatvast inc Taipei. 2017.2-Now
- Technical director@Taipei inc Taipei 2013-2016
- Software plpayer/architecturer @Compal Inc Taipei 2010-2013
- Embedded system developer@ MTK, XCUTE, iaSolution,Tecom .

- Profolio:

- Booking System APP

1. coding in swift 3.0
2. use Firebase to real time data sync between different mobile clients.
3. Support Facebook login , Google login , id-password login.
4. notification,#coreData

[demo video](#)

- <https://itunes.apple.com/us/app/keyboardgame-funny/id1187188236?mt=8>
1. In-App purchase.2D sprite game
- <https://itunes.apple.com/us/app/pomodoro-production-boost/id1056597190?mt=8>

1. Watchkit: with apple watch app
2. CoreData: save user data with CoreData

- <https://itunes.apple.com/us/app/sidc-hotel-control/id885790469?mt=8>
- <https://itunes.apple.com/us/app/sidc-control-hotel-room-control/id975032489?mt=8>
- <https://itunes.apple.com/us/app/movie-tv-themoviedb/id802927801?mt=8>
- <https://itunes.apple.com/us/app/episold-home/id873227200?mt=8>
- <https://itunes.apple.com/us/app/hot-sales/id802857855?mt=8>
- <https://itunes.apple.com/us/app/tai-hao-chi/id815821678?mt=8>

The above apps ALL developed by me.

- EasyTool ,Mac screen capture folder Easy Setting.
- Some UI of above Apps.