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Location	Taipei

## · Skills:

- · Language: swift, Objective-C, C
- Frameworks experience: UIKit, SpriteKit, GamePlayKit,nodejs, Embedded linux,WDM ,RasberryPi,
- please visit my github page with some gif of UI I developed. http://goo.gl/mK1FpO
- 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 planner/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

- EasyTool, Mac screen capture folder Easy Setting.
- https://itunes.apple.com/us/app/keyboardgame-funny/id1187188236?mt=8
  - 1. In-App purchase.2D sprite game
  - 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.

• Some UI of above Apps.

