

# Jen-Chieh Shen

📧 [jcs090218](mailto:jcs090218) ✉ [jenchieh94@gmail.com](mailto:jenchieh94@gmail.com) 👤 <https://jcs-profile.com/> 🌐 [jen-chieh-shen](#)

## TOOLS AND TECHNOLOGIES

- *Languages*: C, C++, C#, Java, JavaScript (browser/Node.js), Lisp, Python, Lua, Rust...
- *Database*: PostgreSQL, MySQL, MongoDB...
- *Web/network frameworks*: Netty, MINA, Express.js, ws, DRF...
- *Infrastructure*: AWS, Digital Ocean, Docker...
- *Tools*: Emacs, Vim, Git, Perforce, Jenkins...

## WORK EXPERIENCE

### Unity Developer (Contract)

Apr, 2020 – May, 2022

*Novaby - Seattle, Washington, United States*

- Create complete UI elements for an existing Augmented Reality application.
- Collaborate with software engineers from the upstream [AC Viewer SDK](#) to ensure smooth [AR](#) integration on both ends.
- Evaluate and advise the CEO and her clients on technical decision-making processes.
- Create frameworks, tools, and establish automation to streamline the entire development workflow, with the goal of achieving an 80% increase in productivity.
  - [NovBundle](#) was created for use in our application, and it has gained the admiration of other engineers on the team.
- Establish the server from Digital Ocean and synchronize the DNS record with the current domain name registered on GoDaddy.
  - Serve as a system administrator, tasked with overseeing server management for fellow colleagues.
  - Establish the file server with Nginx to host asset bundles and other application data.
- Published two mobile applications on the iOS App Store and Google Play.

### Senior Unity Engineer

May, 2020 – Jan, 2021

*ultragbye - Taipei, Taiwan*

- Deliver complete application interaction, network interface/module, and tool development.
- Create a mini/test server using [Node.js](#) for standardized the web server side API content.
  - Acted as a backend engineer to simulate unplanned server API behavior (before phase 2).
- Integrate a [Bluetooth LE](#) library to establish connections with peripheral devices built using [Raspberry Pi](#).

### Backend Engineer

Sep, 2018 – May, 2019

*T-Nexus - San Francisco Bay Area*

- Develop a login server web API within the [Node.js](#) environment using [Express.js](#).
- Create a schema for the login server utilizing [Mongoose](#), which is constructed on the [MongoDB](#) platform.
- Develop an automated program with a shell script to deploy the server on [AWS](#).
- Collaborate with client engineers to integrate the HTTP request model into the [Unity](#) client using C#.

## OPEN SOURCE CONTRIBUTION

- [JCSUnity](#): Quickly construct your game using multiple components and predefined default settings. (~500k LOC)
- [eask](#): CLI for building, running, testing, and managing your Emacs Lisp dependencies. (~54k downloads)
- [unity-verify-code](#): An email parser to get 6 digit verification code to bypass TFA from Unity Technologies. (~11k downloads)
- [fix-rs](#): A Rust-optimized fuzzy matching algorithm, reminiscent of Sublime Text, designed to enhance performance for Emacs. (~1.3k downloads)
- Created over 180+ elisp packages and maintained over 300+ of them. ([lsp-mode](#), [dashboard](#), [grammarly](#), [openai](#), etc)

## AWARDS

### Games presented in [Game Developer Conferences \(GDC\)](#)

*GDC at San Francisco Bay Area*

#### GDC 2015

##### [Archers Duel](#) :: Gameplay Programmer

- Designed and implemented a few game-play components using [AS3](#) and [starling framework](#).
- Helped and published the game on Newgrounds.

##### [Cardinal](#) :: Gameplay Programmer

- Helped and implemented the scene management module and a few UI components using [Unity C#](#).

#### GDC 2017

##### [Might & Blade](#) :: Lead Programmer

- Developed and brought the entire game to life, with a primary emphasis on the systems, and assigned tasks to fellow engineers.

- Worked with art, design, audio and, management (producers) teams and coordinate individual pieces into the game.

## **GDC 2018**

### **Sugar Sleuths :: Lead Programmer**

- Created, designed, and implemented the entire game (mainly the systems) and delegated tasks to other engineers.
- Collaborated with art, design, audio teams, and producers, overseeing the integration of individual elements into the game.
- Helped and published the game on [itch.io](https://itch.io).

### **Games presented in E3 College Game Competition**

*Hosted by Entertainment Software Association (ESA), USA*

### **E3 CGC 2018**

- [Sugar Sleuths](#) - has been selected to represent our school Academy of Art University.

## **EDUCATION**

**[Academy of Art University](#)**, San Francisco, CA

*Bachelor of Fine Arts - BFA, Game Development*

Sep, 2012 – Dec, 2017