**Jen-Chieh Shen**

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**TOOLS AND TECHNOLOGIES**

• *Languages:* C, C++, C#, Java, JavaScript (browser/Node.js), Elisp, 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](https://www.novaby.com/) - Seattle, Washington, United States*

• Create complete UI elements for an existing Augmented Reality application.

• Collaborate with software engineers from the upstream [AC Viewer SDK](https://github.com/vergendo-ac/AC_Unity_SDK) to ensure smooth [AR](https://en.wikipedia.org/wiki/Augmented_reality) 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](https://assetstore.unity.com/packages/tools/utilities/novbundle-201440) 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](https://www.digitalocean.com/) and synchronize the [DNS](https://en.wikipedia.org/wiki/Domain_Name_System) record with the current domain name registered on [GoDaddy](https://www.godaddy.com/).

• Serve as a system administrator, tasked with overseeing server management for fellow colleagues.

• Establish the file server with [Nginx](https://en.wikipedia.org/wiki/Nginx) to host asset bundles and other application data.

• Published two mobile applications on the [iOS App Store](https://www.apple.com/app-store/) and [Google Play](https://play.google.com/store/games?hl=en&gl=US).

**Senior Unity Engineer**  May, 2020 – Jan, 2021

*[ultragbye](https://www.twincn.com/item.aspx?no=82834542) - Taipei, Taiwan*

• Deliver complete application interaction, network interface/module, and tool development.

• Create a mini/test server using [Node.js](https://nodejs.org/en) 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](https://en.wikipedia.org/wiki/Bluetooth_Low_Energy) library to establish connections with peripheral devices built using [Raspberry Pi](https://www.raspberrypi.com/).

**Backend Engineer** Sep, 2018 – May, 2019

*[T-Nexus](https://github.com/T-nexus-Studio) - San Francisco Bay Area*

• Develop a login server web API within the [Node.js](https://nodejs.org/en) environment using [Express.js](https://expressjs.com/).

• Create a schema for the login server utilizing [Mongoose](https://www.npmjs.com/package/mongoose), which is constructed on the [MongoDB](https://www.mongodb.com/) platform.

• Develop an automated program with a shell script to deploy the server on [AWS](https://aws.amazon.com/).

• Collaborate with client engineers to integrate the HTTP request model into the [Unity](https://unity.com/) client using C#.

**OPEN SOURCE CONTRIBUTION**

• *[JCSUnity](https://github.com/jcs090218/JCSUnity):* Quickly construct your game using multiple components and predefined default settings. (~500k LOC)

• *[eask](https://github.com/emacs-eask/cli):* CLI for building, running, testing, and managing your Emacs Lisp dependencies. (~54k downloads)

• *[unity-verify-code](https://github.com/game-ci/unity-verify-code):* An email parser to get 6 digit verification code to bypass TFA from Unity Technologies. (~11k downloads)

• *[fix-rs](https://github.com/jcs090218/flx-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](https://github.com/emacs-lsp)*, *[dashboard](https://github.com/emacs-dashboard)*, *[grammarly](https://github.com/emacs-grammarly)*, *[openai](https://github.com/emacs-openai)*, etc)

**AWARDS**

**Games presented in [Game Developer Conferences (GDC)](https://gdconf.com/)**

*GDC at San Francisco Bay Area*

**GDC 2015**

**[Archers Duel](https://www.newgrounds.com/portal/view/650410) :: Gameplay Programmer**

• Designed and implemented a few game-play components using [AS3](https://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/index.html) and [starling framework](https://gamua.com/starling/).

• Helped and published the game on [Newgrounds](https://www.newgrounds.com/).

**[Cardinal](https://www.youtube.com/watch?v=wjHvvuWGqwE) :: Gameplay Programmer**

• Helped and implemented the scene management module and a few UI components using [Unity C#](https://unity.com/).

**GDC 2017**

**[Might & Blade](https://www.youtube.com/watch?v=vPapMMxzNGg) :: 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](https://mwgamedesign.itch.io/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](https://www.theesa.com/)**

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

**E3 CGC 2018**

• [Sugar Sleuths](https://mwgamedesign.itch.io/sugar-sleuths) - has been selected to represent our school Academy of Art University.

**EDUCATION**

**[Academy of Art University](https://www.academyart.edu/),** San Francisco, CA Sep, 2012 – Dec, 2017

*Bachelor of Fine Arts - BFA, Game Development*