

# LINE Corporation Survey

(Frontend Engineer)

## Applicant

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- Date: 24/01/2019

## Preface

Thank you for applying to LINE/LINE Fukuoka's recruitment. Please go through the following directions before starting the survey.

1. Please write your response below the questions.
2. Please make sure your response is not shared with others.
3. Please include your name in the file name.

## Enquete

### Q1. Please choose items you are comfortable with.

If you wish to add to the list, or your choice of programming is not in the list, please use the 'others' option.

#### Language

- ☒ JavaScript
- ☒ C/C++
- ☒ Java
- ☐ Ruby
- ☐ Python
- ☒ PHP
- ☐ Scala
- ☐ Clojure
- ☐ Swift

Others:

#### Frameworks & State Management

- ☒ Vue
  - ☒ Vuex
- ☒ React
  - ☐ Redux
  - ☐ Relay
- ☐ Angular
  - ☐ Angular 1
  - ☐ Angular 2
- ☐ Ember
- ☐ Backbone
- ☐ Elm

Others:

#### Typed JavaScript & JS Compiler

- ☒ TypeScript
- ☐ Flow
- ☒ Babel
- ☐ CoffeeScript

Others:

#### Testing

- ☒ Mocha
- ☐ Jasmine

- ☐ Enzyme
- ☐ Jest
- ☐ Ava
- ☐ Selenium
- ☐ WebDriver

Others:

CSS Compilers

- ☒ Sass/Scss
- ☒ Less
- ☐ CSS Modules
- ☐ Styled Components

Others:

Build Tools

- ☒ Webpack
- ☐ Browserify
- ☐ Rollup
- ☐ Gulp
- ☐ Grunt
- ☐ Closure

Others:

Mobile Frameworks

- ☐ React Native
- ☐ Cordova

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Server-Side Framework & API Layer

- ☐ Spring
- ☐ Ruby on Rails
- ☐ Express
- ☐ Firebase
- ☐ GraphQL

Others:

Database

- ☒ MySQL
- ☐ PostgreSQL
- ☐ Mongo
- ☐ Redis
- ☐ Amazon Aurora

Others:

Virtualization

- ☐ Docker
- ☐ Vagrant

Others:

OS

- ☒ macOS
- ☒ Windows
- ☐ Linux (Red Hat family)
- ☒ Linux (Debian family)
- ☐ Linux (Etc)

Others:

Web Server

- ☐ NGINX
- ☒ Apache

Others:

## IDE/Editor

- ☒ Vim
- ☐ Emacs
- ☐ VS Code
- ☒ Sublime Text
- ☒ Atom
- ☐ IntelliJ IDEA

Others:

## UML/Diagram

- ☐ Enterprise Architect
- ☐ Rational
- ☐ XDE
- ☐ LucidChart

Others:

## SCM

- ☐ CVS
- ☐ Subversion
- ☒ Git
- ☐ Mercurial
- ☐ Perforce

Others:

## CI

- ☐ Jenkins
- ☐ Circle CI
- ☐ Travis CI

Others:

## Issue Tracker

- ☐ JIRA
- ☐ Redmine
- ☐ Bugzilla
- ☐ Trello

Others:

## Agile Process

- ☒ Scrum
- ☐ XP
- ☐ Kanban

Others:

## Social Coding & Code Review

- ☒ GitHub
- ☐ Bitbucket
- ☐ GitLab
- ☐ Stash
- ☐ Crucible/FishEye

Others:

Q2. Please respond to the following question.

What are the specific kind of work you wish to pursue in LINE?

Through my studies and my previous professional experiences, I grow skills for entertainment and interactive contents particularly in web development field. I'm now looking for new challenges and an opportunity of career to bring my experience and improve my skills in this field and being an experienced Front-End Developer for Line Corporation in the short term. Finally, my long-term objective is to be a Creative Full-stack Developer for Line Corporation.

Among the apps you are currently using, which ones are you particularly interested in or using frequently? (web/smartphone apps are both acceptable; make sure to provide one frequently used app and what you have learned about in the last one year.)

My frequently used apps :

Quizlet: Quizlet is a free website providing learning tools for students, including flashcards, study and game modes.

Slack: The cloud-based set of proprietary team collaboration tools and services.

Messenger: The Facebook messaging app and platform.

Pokemon Go: The augmented reality (AR) mobile game developed and published by Niantic.

What I particularly learned with Quizlet is the Korean vocabulary for the Immigration Program. The application really enjoyed me a lot so and as a perpetual learner I'm currently creating a Flash Card Application too, to help myself to learn Korean and maybe Japanese too in the future.

About Pokemon Go, the contents in the game changed the last year and a little bit the gameplay. But the significant update was the implementation of a real Augmented Reality in game. At the beginning the AR mode was more a filter mode like "Snapchat" no real interaction with the real world. But after summer 2017 and the advent of AR technology like "AR Core" from Google and "AR kit" from Apple, Niantic decided to add it to their game and by the way make this one more realistic in considering the environment.

About Slack and Messenger what I particularly learn was to create some bots to help me on different tasks. Like bringing a system of points like in the first "Harry Potter" when a team member helps someone or finishes a task or just brings some fruits and chocolate to the team.

The goal here was to bring people to collaborate together in a playful way. I will talk about it later about my interest for the gamification.

Among the technologies you are recently interersted in, give us the name of one and the reason it draws your attention (list upto three points).

Previously I was talking about the "AR Core" and the "AR Kit". They are my two recent technologies that I am interested with blockchain technology and the language solidity. I'm actually working in a VR/AR Blockchain company. Before It was an AR and blockchain company it was only a Virtual Reality Video Games company. Since I came in this company we developed a real interest for AR technology so I work on various project about it since summer 2017 with the advent of AR Kit and AR Core. I really do think that AR has a real potential for applications in the future. After that my company decided to work in the blockchain field and this field interested me a lot because it mixes various concept and technologies in the web field. Lot of blockchain applications are web applications who gather Full-stack Web Developer and Blockchain Developer to work together and this is really interesting to work in this environment where creativity technology and innovation are bond for a greater and safe connected world.

Among the projects you have worked on, which one are you most proud of? What were your tasks in the project, and how did you use your knowledge/skills to come up with the solution?

Among my projects I have worked, the one I'm the most proud is the project of "Virtual Tour" in Virtual Reality insides the different experiences at CERN. I grown since my childhood a real interest for sciences and in same time for art and design that's why I studied in the only digital engineering school in France which mixes sciences and art. At that time I worked in parallel of my studies at the European Organization for the Nuclear Research (CERN). During this job at CERN I needed to find a solution to help worker at CERN to work faster and effectively in a radioactive environment for a single experience at CERN called "CHARM". So I used my knowledge in programming and VR to make a virtual application of the experience where worker can train to work themselves and acknowledge their tasks in this application before working in the real one.

The project was really appreciated by my department and I suggest it to the other departments for the different experiences at CERN. My suggestion was accepted and I became creative director at CERN for this project. I had various experiences to work on so I needed a team that I manage following "Scrum methods" and by gamify the work by creating the "points system bot" like in Harry Potter.

Finally we made different applications for different experiences at CERN and it was really interesting to be the bridge between scientific and field worker.

Meanwhile I worked as a the digital and communication manager for the conference RadeCS 2017 where I was in charge of create digital content like websites and videos for the promotion of this international conference.

So I was particularly proud that I succeeded to organize and manage these tasks in same time of my studies.

Public Repository URL (if you have GitHub and Bitbucket accounts)

I don't have a real personal GitHub account my previous accounts was intern and private for security reason to the companies I had work.

Public URL (blog, Twitter., etc)

You can find my new website (still in construction) at this address : <http://jerome-hernandez.fr/>

What are the names of the technical writings (book and articles) that had the most profound impact on you? (list upto 3, if you have any)

As you certainly understand it I have a profound interest for Game design and Gamification, and I really think as the first user of gamified application like

Quizlet that this field can be interesting for my project to be a Front-end Developer. So this is my list of book and articles that had the most impacted me:

- A theory of fun by Raph Koster (book)
- The art of game design by Jesse Schell (book)
- Understanding Learners' Behaviors in Serious Games by M. Muratet, A. Yessad, Th. Carron, ICWL 2016, International Conference on Web-based Learning, Rome, Italy

Thank you for your participation.