

# Phillip Ko

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## Software Developer

- Developed and maintained one of the most popular online gaming websites.
  - Experienced agile software craftsmanship including Scrum, Test-Driven Development, Continuous Integration, Refactoring, and Clean Code.
  - Familiar with .NET including C#, ASP.NET MVC, Web API, and T-SQL.
  - Hands-on experience with Javascript, Typescript, Phaser.js, and React.
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## Education

- **University of the Pacific** **Stockton, Ca**  
*B.S. Computer Engineering and Applied Mathematics* *Sep 2010 – Dec 2014*
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## Professional Experience

- **Daiwabo Polytec Co., Ltd** **Hyogo, Japan**  
*Co-op* <http://www.daiwabo.co.jp/> *Jun 2013 - Dec 2013*
  - **International Games System Co., Ltd** **New Taipei, Taiwan**  
*System Engineer* <http://www.igs.com.tw/> *Jun 2016 - Aug 2016*
    - Developed Arcade games with C and C++
  - **Titansoft Pte Ltd.** **Taipei, Taiwan**  
*Full-Stack Developer* <https://www.titansoft.com/> *Sep 2016 - Oct 2018*
    - Developed and maintained one of the most popular online gaming websites.
    - Provided prompt on-call support service for customers and other developers.
    - Practiced Scrum as the main process framework.
    - Provided various solutions to the team including code architecture, CI servers, LINE API, and Live Streaming.
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## Language & Technical Skills

- **Languages:** English, Mandarin, Taiwanese Hokkien
- **Skills:**
  - Programming Languages: C#, C, C++, Javascript, PHP, Typescript, Java, SQL, Swift
  - Frameworks: React, Vue, Node, Phaser, ASP.NET MVC, Windows Form
  - Others: HTML, Linux Commands, Powershell, Git, SVN, Design Pattern, Stored Procedures, Entity Framework, TDD, NUnit, Refactoring
  - Development Tools: Microsoft Visual Studio, SQL Server Management Studio, Resharper, Xcode, GCC, Jenkins
  - Debugging Tools: Fiddler, Chrome DevTools