

Jen-Chieh Shen
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OBJECTIVE

To be a valuable contributor to a team and ensure business objectives are exceeded while developing skill set and job knowledge required for future success.

SKILL SUMMARY

- Platforms: UNIX, Solaris, macOS, Windows, Ubuntu, Debian
- Languages: C/C++ (STL, Win32, socket, UE4), Assembly (x86), Java (concurrency, Swing, RMI)
- Scripting: Python, Lua, Shell script, Batch
- Networking: TCP/IP, UDP, Apache
- Database: SQL, JDBC
- Methodologies: OOP, Design Patterns, Extreme Programming
- Tools: Emacs, Vim, Visual Studio, Eclipse, Makefile, CMake, Git, Perforce

WORK EXPERIENCE

Unity Developer (Contract)

Apr, 2020 – May, 2022

Novaby - Seattle, Washington, United States

- Provide full UI elements for already built Augmented Reality application.
- Communicate and work with upstream software engineer for two ends integration.
- Analyze and consult CEO and her clients for making technical decisions.
- Build framework/tools to increase productivity by maximum 80 percents

Senior Unity Engineer

May, 2020 – Jan, 2021

ultragbye - Taipei, Taiwan

- Provide full application interaction, network interface/module and tool programming.
- Create a mini/test server using NodeJS for standardized the web server side API content.
- Manage to create bluetooth connection from Mono C# to each mobile platforms and implements to Linux Kernel (Debian) using Raspberry Pi as peripheral device.

Cocos Software Engineer (Consultant)

Dec, 2019 – Mar, 2020

WISBET Digital Entertainment Developing Co. Ltd - Taipei, Taiwan

- Communicate with the high-end developers in Cocos Creator community to improve UI/UX.
- Advise team's technical directors to improve the maintainability of all the existing projects.
- Resolve technical issues for designers, artists, and producers.
- Review and revise code to enhance the code coverage and improve readability.
- Make bug reports and issue tracking documents then propose better solutions.
- Create Cocos Creator's scripting framework base on it's game engine principle.

Chief Technology Officer

Sep, 2019 – Nov, 2019

Game Barley - Taipei, Taiwan

- Build and design both game client and server's software structure.
- Manage a group of software engineers and give reasonable tasks.
- Communicate with CEO and Art Lead in non-technical way and discuss products' tendency.
- Give code review and discuss to invent new custom game algorithms.
- Analyze technical risks and arrange project's progress.

Server Software Engineer

Sep, 2018 – May, 2019

T-Nexus - San Francisco Bay Area

- Provide login server web API using Express.js in the Node JS environment.
- Design schema for the login server using mongoose built on top of the MongoDB.
- Build automated program to run the server on to the AWS using shell script.
- Install and setup Node JS environment on AWS EC2 instance running on Ubuntu.
- Communicate with client engineers to implement HTTP request model to the client using Unity C#.

OTHER EXPERIENCE

Games presented in Game Developer Conferences (GDC)

GDC at San Francisco Bay Area

GDC 2015

- “Archers Duel” – two player fighting game.
- “Cardinal” - visual novel game.

GDC 2017

- “Might & Blade” – Diablo like action RPG.

GDC 2018

- “Sugar Sleuths” – players discover clues to uncover who stole the camp's Master Stash of candy.

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