ShihChun Chin

Software Engineer

About me

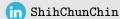
In my 5+ years as a software engineer,

I've championed the development of highly scalable and well-documented code.

I thirve on tackling complex problems and have a proven track record of optimizing software efficiency,

as evidenced by change the data structures the reduce the process time.

Contract







(81) 9098296018



a44013556@gmail.com

EDUCATION

2011-2015

B.Sc. in Information Management and Computer Science

National Kaohsiung First University of Science and Technology (NKFUST), Taiwan \cdot 2011–2015 \cdot $\hat{\mathbf{m}}$

Work Experience

2024.03-now

Software Engineer

CENTERMOBILE Co.,LTD. · Osaka, Japan ♀

- Maintained existing programs and ensured their optimal performance.
- · Developed new functions to enhance system capabilities.
- Mentored and guided new junior developers, fostering a culture of continuous learning and professional growth.

2021.04-2024.03

Backend Software Engineer

Vast sky.lnc · Osaka, Japan 💡

- Maintained existing programs and ensured their optimal performance.
- Lead a team of 5 developers to migrate legacy Cobol system to Morden Java frameworks, enhancing system reliability and maintainability.
- Optimized program to improve efficiency by 50%, reducing processing time from 3 hours to 1.5 hours.
- Design and implement the system to read the Fixed-length files and convert them into entities.

2019.11-2021.04

Backend Software Engineer

Co. Sun System technology center · Osaka, Japan 💡

- Maintained existing programs and ensured their optimal performance.
- Mentored and onboarded junior developers, improving team efficiency and knowledge-sharing.

KEY SKILLS

Programming Languages: Python, Php, Java, html, css, Cobol **System Optimization:** Performance Tuning, Scalability

Web Development: Frontend, Backend **Leadership:** Frontend, Backend Team Mentoring

Competitive Programming: LeetCode Rating: 1921 (Knight equivalent)

LANGUAGES

Chinese Native

Japanese Business level (JLPT N1)
English Advanced level