邱皓謙(Chiu, Hao-Chien) | Software Engineer

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Summary

Hao-Chien has been working as a software engineer at 17 Media and Gamesofa Inc. for nearly 2 years and a half. He primarily pays attention to web front-end technique. He has experience in developing web games based on game engine, using modern framework(e.g. ReactJS) to build web applications. Although he might not be an expert in every cutting-edge trend, he really enjoys understanding the fundamental of programming. There is always a motivation in his mind to discover more robust knowledge and interesting techniques in software engineering. Thus he decides to seek for challenges and following possibilities.

Experience

Software Engineer at 17 Media, Taiwan | Mar. 2018 - Jan. 2019
- write javascript based on ReactJS
- add features in several internal systems, such as Gift / Trivia / Skyeye / Webtool

Software Engineer at Gamesofa Inc., Taiwan | Oct. 2016 - Feb. 2018
- write javascript based on Cocos Creator
- involve in 鬥地主, 十三支, 大老二, 鋤大D, 德州撲克 and several independent modules

Skills

Web Development
- JavaScript / ReactJS / NodeJS
- HTML / CSS / Styled-Components

Web Game Engine
- Cocos Creator

Tools
- Git / SVN / ESLint / Prettier

Projects

Second Round
- Tutorial of algorithms and data structures / Tired to maintain

Chord Snake | source code
- Vanilla JS / Modern Music Theory / Failure but good attempt

Tetris Web Game | source code
- Vanilla JS / Tribute to my childhood

Education

M.S., IEO at NCTU, Taiwan | Sep. 2013 - Jan. 2016

B.S., EECS at NCTU, Taiwan | Sep. 2009 - Jun. 2013