邱皓謙(Hao-Chien Chiu) | Front-End Engineer

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https://alrightchiu.github.io/portfoliosite/2018Jan/portfolio.html

Summary

Hao-Chien has been working as a software engineer at Gamesofa Inc. for nearly a year and a half. Every single day he writes javascript based on game engine(Cocos Creator) to develop HTML5 web games, including game logic design, communicating with server through socket command and php api, animation/action scheduling and UI layout. There is always a motivation in his mind to discover more robust knowledge and interesting techniques in software engineering. Thus he decides to step outside the comfort zone to seek for challenges and following possibilities.

Experience

Software Engineer at Gamesofa Inc., Taiwan | Oct. 2016 - Present
- write javascript based on Cocos Creator(game engine)
- transform Flash web games into HTML5 web games
- involve in 鬥地主, 十三支, 大老二, 鋤大D, 德州撲克 and several independent module
- develop card-combination selecting algorithm in 鬥地主, 十三支, 大老二, 鋤大D
  (e.g.: pick out straight, full house,⋯etc. in given poker cards)

Skills

Web Development
- JavaScript / HTML / CSS / Cocos Creator

Version Control
- TortoiseSVN / Git

Bench Players
- C/C++ / NodeJS / Browserify / Python / Command Line

Projects

Second Round
- Tutorial of algorithms and data structures / Examples written in C++

Chord Exam Hell | Layer: cute
- Vanilla JS / CSS grid system & flexbox / Memorizing basic chords in music theory

Tetris Web Game
- Vanilla JS / CSS grid system & flexbox / Object Composition style

SUDOKU Web Game
- Vanilla JS / CSS grid system & flexbox / Prime number come to the rescue

TodoApp
- VueJS / CSS grid system & flexbox / Window.localStorage

Education

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

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