

# Ting-Chun Huang(Paul Huang)

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## SKILL

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**Languages:** Mandarin (Native), English (Intermediate, TOEIC: 750)

**Programming Languages:** C, C++, C#, Java, JavaScript, PHP, Python, Perl, Dart, Go, ... , etc

**Database:** MySQL

**Others:** GitHub, Firebase, GCP, CI/CD, Facebook Webhook, REST

## WORK EXPERIENCE

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Cloud Team Engineer @ **WiFigarden** 薩摩亞商奧創物聯有限公司台灣分公司 2020-10 - 2023-06

### **Ultron Control Center** (*Flutter, GitHub, CI/CD, Firebase*)

- Building a website platform with Flutter in use of product data management.
- Workflow design for auto testing, building and deploying project results to firebase by GitHub CI/CD.

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### **Content Management System Server** (*Go, MySQL, GCP*)

- Add needed function to server code with Go for data acquisition.

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Backend Engineer @ **Gamesofa** 慧邦科技股份有限公司

2017-04 - 2020-04

### **“Omega Tank” Game Server** (*Perl, MySQL, PHP, JavaScript*)

- Server Construction with Perl for data management and bridging design towards clients with websocket.
- Maintaining a product’s website as well as strengthening the connections between the website and its database with PHP and JavaScript.

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### **FPS Unity Game Server** (*Unity, C#, MySQL*)

- Build a server with Unity to calculate in-game information, such as bullet’s flying vector, player’s collision, enemy’s hp, ..., etc.

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### **FB Instant Game Data Flow** (*Perl, MySQL, FB webhook, REST*)

- Manage gamer’s information with the data collected from Facebook where a gamer’s data are registered.
- Build a RESTful API server to let players get leaderboard or friendship contents.

## EDUCATION

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Bachelor of Science in Computer Science @ **National Chiao Tung University**

2011-09 - 2015-06