



Andrash Yang

Full-stack web developer. Former mobile app developer and indie game developer. Someone who just loves to create new things by coding and has been doing it as a job and as a hobby for more than 10 years.

Highly self-sufficient and self-motivated. Capable of designing and implementing a project from scratch and learning whatever is needed to get the job done.

Nationality: Taiwan | Language: Mandarin Chinese (native), English (fluent)

Looking for a fully remote job that values creativity.

Please visit my [Portfolio Website](#).

  | cocoychris@gmail.com

Web Dev Skillset

- [JavaScript/CSS/HTML](#), [TypeScript](#), [Node.js](#), [React.js](#), [Vite](#) (as an alternative to webpack), [jQuery](#), [Express.js](#), [RESTful](#) API design, [EJS](#) (for SSR), [Socket.io](#), [Puppeteer](#) (for web scraping) and [PostgreSQL](#) database design and operations.
- A true believer in the [Object-Oriented](#) programming paradigm, who understands its importance due to past experiences with spaghetti code.
- Familiar with [non-blocking I/O](#), [asynchronous](#) programming, and [event-driven](#) programming.
- Familiar with unit testing using [Jest](#) and version control using [Git](#) and [GitHub](#).
- Practices good documentation and code commenting habits. Familiar with the [JSDoc](#) documentation syntax.
- More of a library builder than a library user. Enthusiastic about building reusable libraries and components.

Other Coding Experience

- Android & iOS (non-native) mobile app development with [Corona SDK](#) (now called [Solar 2D](#)) using the [Lua](#) language.
- Indie game development with [Adobe Flash](#) (now called [Adobe Animate](#)) using the [ActionScript 3.0](#) language.
- Side projects with the [Arduino](#) microcontroller using the [C++](#) language.
- Programmatic 3D modeling with [OpenSCAD](#) using the [OpenSCAD](#) language for 3D printing.
- Other languages: [AngelScript](#) for game scripting.

Full-stack Projects

My Portfolio website - Playground by Andrash

The website is built on top of a self-developed Multiplayer Online Game Engine. It provides an unconventional, game-like web browsing experience to visitors.

It also includes a Map Editor, a tool that I designed to help create the playgrounds for this website. I decided to make it public so that others can also use it to create their own playgrounds.

Technologies used in the project:

[React.js](#), [Node.js](#), [Vite](#), [Express.js](#), [socket.io](#), [Jest](#), [PM2](#), [TypeScript](#), [Object-Oriented Programming](#) style.

Automated Robot Platform (ARP) System

A web-based RPA (Robotic Process Automation) system that allows users to manage and execute automated tasks from a web browser on a dedicated server.

The system can run multiple tasks simultaneously and supports a wide range of tasks including web scraping, file processing, database operations, mouse and keyboard operations, etc.

This was an internal project for a company I worked for. I proposed the idea, designed the system, and implemented the entire project from scratch.

Most of the asset images were created by me using Inkscape.

* Link to the website: <https://andrash.dev/>

* Source code on GitHub:

<https://github.com/cocoychris/andrash-portfolio>

The project was a great success and has been used by the company for more than 2 years. It has become an essential tool for automating repetitive tasks across multiple departments.

Technologies used in the project: `Node.js`, `Express.js`, `RESTful API`, `EJS`, `jQuery`, `Puppeteer`, `Nut.js`, `PostgreSQL`, `MSSQL`.

Education

- Earned a Bachelor's degree in Philosophy from Chinese Culture University, graduating early with honors in 2012.
- Self-taught in programming, software engineering, game development, and web development since 2004. The first language I learned was `ActionScript 2.0` (a weakly-typed language very similar to JavaScript), which I used with 'Macromedia Flash MX' to make Flash games.
- First encountered `OOP` concepts in 2008 while migrating to `ActionScript 3.0` (a strongly-typed language very similar to TypeScript). This experience made me appreciate the value of `OOP` in managing increasingly complex codebases, and I have been a believer in `OOP` ever since.

Work Experience

Information System Senior Executive

BRAND'S Suntory Ltd. Taiwan Branch
08/2019 - 02/2023

- Working on internal web applications.
- The Automated Robot Platform (ARP) System mentioned above was developed during this period.

Mobile App Engineer

QLL (Quick Language Learning) Pte. Ltd
01/2015 - 02/2016

- Developed mobile apps for iOS and Android using Corona SDK and Lua as the main developer.
- Developed the company's main product, a mobile app that serves as an interactive ebook reader for language learning.
- Built a library of reusable components for the company's mobile apps.
- Developed a library that supports OOP implementation including class, inheritance and type checking for Lua (since Lua is a dynamically typed language), to ensure the extensibility and maintainability as the codebase grows.

Computer Science & Coding Teacher (Part-time)

Qing Shui High School, Yilan County, Taiwan. 01/2015 - 01/2016

- Taught computer science and coding to high school students.

Mobile App Engineer Intern

QLL (Quick Language Learning) Pte. Ltd
04/2012 - 02/2013

- Became familiar with Corona SDK and Lua.
- Developed mobile apps for iOS and Android using Corona SDK and Lua.

Indie game developer

09/2008 - 04/2012

- Created Flash games as a hobby and offered them for free while studying philosophy in college.
- Also worked as a freelance software developer for a few months, collaborating with my Philosophy professor to create a game-like software as teaching material for his class.