JIN-CHENG, LIANG (Anton)

Front-end Developer

cs2338139@gmail.com | [Linkedin](#) | (+886) 975-601935 · Taipei，Taiwan

Portfolio   GitHub

Front-end engineer with extensive experience in interactive design and web development. My programming background began with C# in digital games and human-computer interaction, before transitioning to web development.

Proficient in React.js and Vue.js (Nuxt.js), with a focus on CSR and SSR projects, and a strong ability to implement complex JavaScript dynamic effects. I also have back-end experience in PHP, particularly in developing REST APIs with WordPress CMS.

Skilled in front-end and back-end separation, familiar with Tailwind and Material UI for creating responsive, efficient websites. I have successfully deployed projects to cloud platforms like AWS EC2 using Docker, Nginx, and pm2.

Led large-scale interactive exhibition projects using Socket, managing both architecture and core functionality. Additionally, I have experience in APP and VR/AR development, and have contributed to various interactive installation projects.

Skill

Basic

- React.js
- Vue.js (Nuxt.js)
- TypeScript
- HTML5/CSS/JavaScript
- RWD responsive web design
- Tailwind
- PHP
- C#

Tool

- Material UI
- Socket.io
- GSAP/ScrollTrigger
- i18n
- Canvas/WebGL
- three.js
- P5.js

Other

- Git
- AWS EC2/Nginx/Pm2
- Docker

Experience

Freelance | Side Project

Currently focused on research and implementation of Socket.io technology.
On the front-end, I use React.js as the primary framework, while the back-end Socket.io server is built over HTTPS, with a well-designed user flow and event-driven Socket API for seamless front-end and back-end communication.
The entire system is deployed to AWS EC2 using pm2 and Nginx.

- Socket | Drawing Board - **Feature [Demo Link↗](#)**
- Socket | Multi-room with Chat - **Feature [Demo Link↗](#)**
- Particle-Based Vertex Enhancement Method for 3D Models - **Algorithm**

Front-end Developer | Block Studio

2023/5 - 2024/8

As a front-end engineer, I specialize in developing highly interactive websites and applications, gaining extensive experience throughout my career. I independently led several projects and spearheaded the company's first Shopify e-commerce and Socket.io server implementation projects.

My primary responsibilities included:

- Frontend Development: Developed dynamic and interactive websites using Vue.js and React.js, completing around ten projects across offline exhibitions and e-commerce.
- Backend Development: Created PHP REST APIs using WordPress CMS, optimizing existing APIs to enhance data retrieval speed by 60%.
- Project Architecture: Designed project structures to streamline development processes, eliminate redundant code, and centralize data integration systems, improving overall project efficiency. Developed reusable components for other engineers.
- Dynamic Effects Development: Utilized GSAP, p5.js, and WebGL to create large-scale visual effects, modularizing them for reuse by other engineers.
- Documentation: Revamped company documentation standards, increasing development speed by 30% and reducing frontend-backend communication issues.
- Mentorship: Guided two new engineers through company projects, providing programming advice and debugging support.
- Project Deployment: Deployed projects to AWS EC2 using pm2 and Nginx. Modified existing Docker files to resolve routing issues.
- Socket.io Services: Led offline exhibition projects, overseeing the design and API development of the Socket.io architecture.
- Technical Research and Sharing: Explored new technologies like Shopify, WebAR, and Socket.io, creating development tools and technical documentation for quick reference by colleagues.

Front-end Developer/Interactive Developer | Axis 3D Technology, Inc. / Pixelight

2020/10 - 2023/2

Worked in the company's project department, with development projects mainly focused on web and interactive design, and became the person in charge of company website-related projects.

Developed several website front-ends and participated in interactive design:

- APP application, website development
- Determining the technology required for projects
- Experience process design and program logic writing, architecture planning

- Project technology integration
- Project online deployment, Google Play and APP Store publishing
- New technology research and development and application testing
- On-site project installation and adjustment
- Hardware project research and development testing

Interactive Developer｜Play Design Lab

Used Unity as the main development tool, while also using different development tools such as Arduino and Raspberry Pi as needed.

Participated in multiple interactive developments:

- 2020 National Science and Technology Museum - Towards AIoT Imagery Wall
- 2020 National Science and Technology Museum - AI Shoemaker Interactive Installation
- 2020 Shengping Theater - 'Seat Without Vacancy: Shengping Theater ╳ Taiwan Old Theater Special Exhibition'
- 2020 Play Flower Digital VR Experience
- 2020 Ordinary Tea VR Experience

Education

Bachelor｜Southern Taiwan University of Science and Technology, Department of Multimedia and Computer Entertainment Science / Game Engineering Program

2014/9 - 2018/6

During my time in the department, I majored in game development, using Unity with C# to develop multiple small game projects. While accumulating programming development experience, I also gained many teamwork skills.

The graduation project was shortlisted for several domestic multimedia game awards:

- Vision Get Wild
- A+ Creative Festival
- 'Gold Award' in Interactive Technology and Game Design Category
- Golden Pin Design Award
- Youth Design Festival